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Volume Two

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GAME
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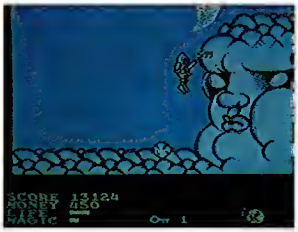
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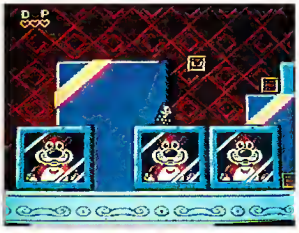
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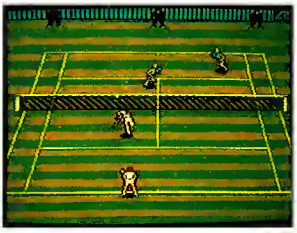
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CRYSTALIS

SNK, 246 Sobrante Way, Sunnyvale, CA 94086.

In 1997, a great war erupted. The entire planet was laid waste, and civilization as we know it was wiped out. The animals of Earth became mutated beyond recognition, eventually rising up to take the place of humans.

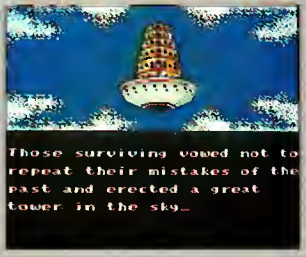
But a few people did survive. They banded together and used their superior pre-war technology to build a vast tower in the sky. There, in the floating tower-city, they were safe from the animals roaming the world below. They hoped that one day they could bring civilization and justice to the savage plains. But over time, their intentions grew corrupt.

In SNK's *Crystalis*, you play a hero uncertain even of his own identity. As the game begins, you are awakened from a state of suspended animation. Only by talking with the people you meet, practicing your fighting skills, and earning the money you'll need to properly equip yourself, can you succeed in fulfilling your destiny.

Chris Slate
Matthew A. Firme

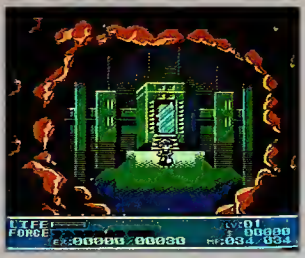


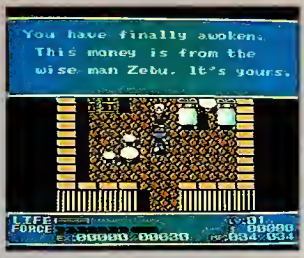




Following a terrible war in 1997, Earth is in ruins. Only a handful of humans survive, living high above the shattered planet.

The adventure begins os you awaken in a hidden cave neor the town of Leaf.





When yau enter the town, ga inta the first hause abave yau an the screen. You'll get same money fram a strange benefactar.



Yau will have many accasians ta visit the shaps you'll find during your trovels. The twa mast helpful ore the armor and toal shops.









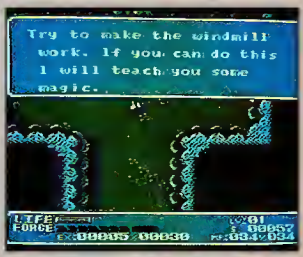
The Elder af Leaf affers same advice. Pay attentian, because you'll need ta awaken sameane very saan. The Elder alsa affers yau a weapan, plus same tantalizing infarmatian about your missian.

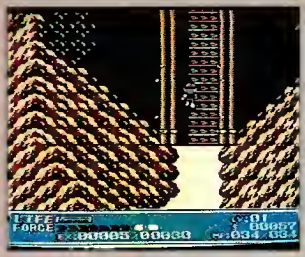


By speoking ta the villagers, yau hear obaut Zebu. To find him, trovel northwest fram Leaf.



Zebu has much ta offer you, but first he requests o fovor. Along the woy, you'll need ta stop bock in Leof ta buy an olarm flute.

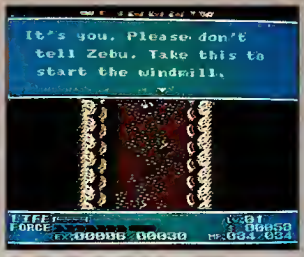




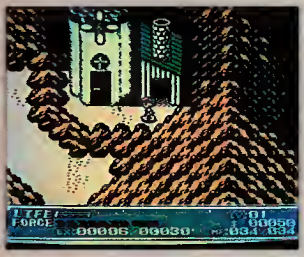
Head northeast to find this bridge. The windmill keeper is in a cave on the other side of the bridge.



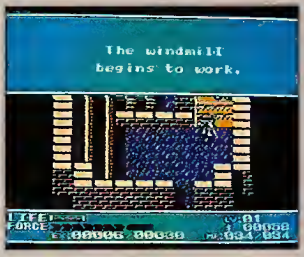
To use an item you've obtained (such as the alarm flute), switch to this screen and select it. Remember to do this each time you get a more powerful weapon—*before* you run into trouble.



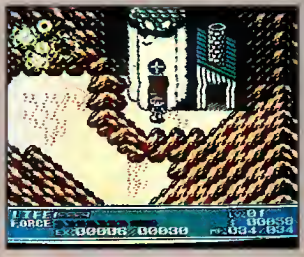
When you blow the flute, the windmill keeper jumps to his feet. He begs you not to hand him over to Zebu, and he offers you a key.



To reach the windmill, keep moving through the cave until you find the end of the tunnel. It leads to the windmill's door.



Insert the key into the windmill's mechanism while standing near the keyhole.



Outside, you see the windmill turning. Suddenly there's a crash, and a new opening appears in the cliff to your left.



Before exploring the new passage, return to Zebu. He'll teach you the Refresh spell. With this, you can refill your life meter when it runs low — as long as you have enough magic points.



Return to the new passage near the windmill. It leads into a maze, like many of the places you'll visit. Explore carefully until you find the Ball of Wind.



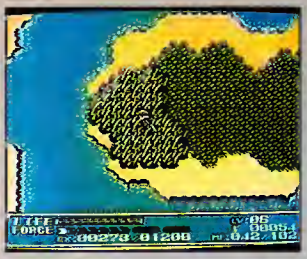
Using the Ball of Wind, blast your way to the first boss. Build your sword up to power level 2, firing carefully at him as he teleports around the cavern.

After defeating the first boss, you'll exit the cave to the north of the town of Brynamer.





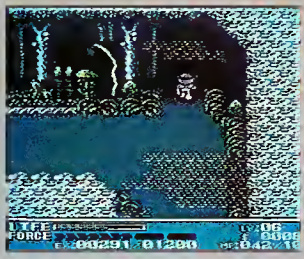
You'll learn a lot of important information in Brynamer. Remember everything you're told, especially the words of this villager.



Neor Brynomer is o smaii Isiond. Search the brush for o statue ane af the viiiagers iast.



The viiiager gives yau o gos mask when you return the statue. You'ii need it on the next ieg af yaur journey, east of tawn thraugh the poison forest.



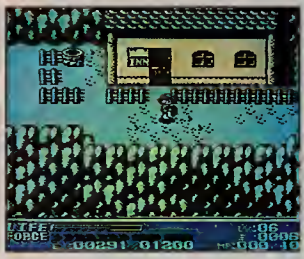
Deep in the shodows of the forest is o dark daarway. it ieads ta the tawn af Oak.

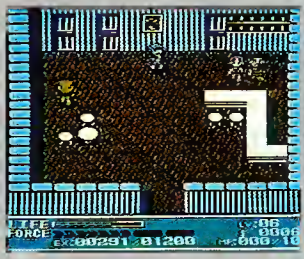


One af the chiidren af Oak is iast in the waods. if yau find him, yau'ii earn the respect — ond help — of the viiogers.

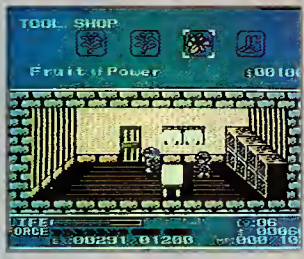
After ieoving Oak, go north ta the mountoins.







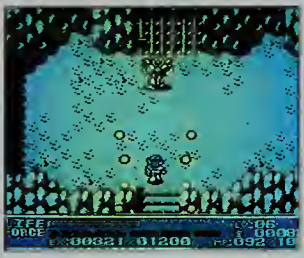
At Nodre's inn, yau can save yaur game and repienish your health ond magic paints. The raad ahead is not easy.



inside the inn, purchose os much of the Fruit of Power os yau can. This heips yau maintoin your magic during battle.



in the mountain caves, yau ieorn that the peopie of Leof hove been token as sioves. There ore twa prison ceiis; the ieft ane haids the key ta the ceii doars.



Once you ieove the ceiis, ciimb up the iodder to the north and battle General Keibesque. After defeoting him, use the key to free Zebu.



Saan yau ii find the aii-waman tawn af Partaa. Use the Speii af Paraiysis on the guord outside the queen's costie, becouse the women won't oiiaw o mon to poss.



The wocky queen is moonlighting os the town prophet. You'll hove to go bock ond forth between her poloce ond the prophet's home to corry on o conversotion with her. Seorch the queen's room corefully.



Apply on herb to the dolphin's wounds. Afterword, he'll come when you coll ond let you ride on his bock.





You con get o boot in the Portoo boothouse. Use it to cross the oceon.



You'll need the gold stotue to get ony further. Ploce it on the oltor to disperse the whirlpools.



The leother boots ollow you to cross the poisonous muck.



To get post the guords, look ot the symbols obove their heods to figure out which bows to use.

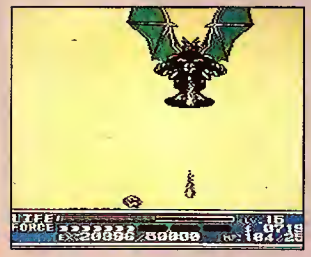




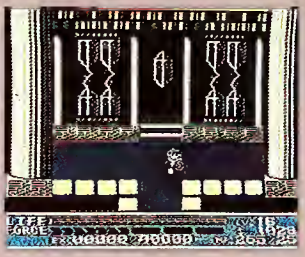


In the rooms just past the lions, you'll find items vitol to your quest. The Storm Brocelet maximizes the Thunder Sword's power. The Power Ring helps you defeat the Evil Ruler. The Ivory Statue allows you to heal Kensu and learn your final spell. And while wearing the powerful Psycho Armor, you can rechorge your life meter by stonding still for a moment.





If you've reached experience level 16 and shoot the Evil King with the Bow of Truth, his true evil oppeors.



After you're whisked to the tower in the sky, you'll meet Mesio. To advance through the tower, you must defeat every enemy on each level without dying.



At the top of the tower, you learn that you must destroy the corrupt computer that brought you and Mesia to life.



The tower was once a haven for humans. But as the world below evolved its own civilization, power became the humans' only goal. Now the world is free of their tyranny.





A DIAMOND DOZEN



Evidence of America's fascination with baseball can be found everywhere. From national museums to the corner convenience store, tributes to baseball's stature as the grand old game abound. Theaters have always been able to count on Hollywood for a steady diet of baseball movies, and bookstores are constantly being inundated with the latest hardball hardbacks.

The world of videogames has also enjoyed a constant supply of America's favorite pastime. In fact, baseball has been simulated more times by more game companies than any other individual or team sport. The games just keep coming.

But it's not just sentiment that has led to the proliferation of baseball games. Like tennis, baseball is a sport that's comparatively easy to translate into a videogame. Since the pitcher-batter scenario dominates much of the action, only a small number of variables must be taken into account. A pitch is thrown, and the ball is either hit, missed, or ignored.

Fielding, too, is manageable in a videogame format. Once a ball is hit, a game player only needs to control one player at a time to make the play. And, there are only so many places to throw the ball — first, second, third, home, or the cutoff man.

With the Nintendo game machine's capabilities as a computer, baseball is a natural for a game cartridge. It's a numbers game. Batting averages, fielding percentages, and earned run averages can be fed into a program that can then dictate what players can accomplish on the field, on the mound, and in the batters' box.

However, the uncomplicated nature of the sport doesn't guarantee a good videogame. The variety and quality of baseball games range widely.

Some games take a traditional, direct approach (Tengen's *R.B.I. Baseball*), while others stress fantasy (Culture Brain's *Baseball Simulator 1.000*). Field dimensions vary just as they do in the big league ballparks. The ball players featured in the games range from little kids (SNK's *Little League Baseball*) to Japanese women (*Tecmo Baseball* from Tecmo).

As for playability, one benchmark is the pitcher-batter matchup. Some score with a wide range of pitches and batting stances, while others simply strike out. Some games field computer teams that are simply unbeatable, while others are programmed to play so conservatively that aggressive gamers can easily win.

With so many diamond amusements out on the market and many more assuredly on the way, let's take a seventh-inning stretch and look at what each baseball game has to offer.

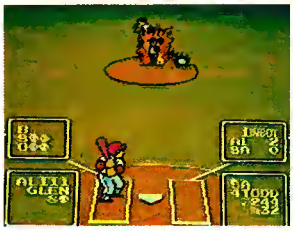
Baseball Simulator 1.000

You will see things on this baseball diamond that can't be seen anywhere else. The game's Ultra Play mode distinguishes it from the other simulations by transforming ordinary players into superhuman athletes who can perform feats never before seen in video ball parks. It's a trip to fantasy land. However, purists can relax because Ultra Play is only an option. It doesn't *have* to be used. There are four leagues. Two are made up of traditional ball clubs, one is a league that allows enterprising managers to construct their own teams, and the fourth is the Ultra League. The Ultra Play fantasy mode is possible for only Ultra League teams.

Another unique feature in this game is its array of baseball fields. You can play in a domed stadium, in a ballpark at the harbor, or in a stadium located in outer space. Each ballpark has its own graphic surprises.

The computer-fielded teams are tough, but if you play well, with smart base-running, they can be beat.

You can select seasons of between five and 165 games, and up to six teams can compete for the pennant.



This Ultra Play pitcher in *Baseball Simulator 1.000* is about to unleash his "Fire Ball." It will speed up before turning to fire.



You can create your own six-team fantasy league using the "Edit Teams" option.

Bases Loaded

A popular precursor to *Bases Loaded II*, this Jaleco edition is a game of endurance. To win the pennant, your club must survive a 132-game season and win at least 80 of those games.

The game excels in the pitcher-batter matchup. Batters can step into or away from pitches thrown. You can also have your batters swing high, through the middle of the strike zone, or low. Trying to anticipate where the next pitch is headed is a real challenge.

There is plenty of action on the mound, too. Selecting your pitcher is of utmost importance. Some of the hurlers are strictly relievers. If your man is tiring in the third inning, he *must* be a reliever. Serious scouting is necessary to succeed at *Bases Loaded*.

In the field, play can get somewhat tricky. The turf plays like a hockey rink, so your fielders will slip and slide all over the place. It's also difficult to cover the great amount of territory, so your players must react as soon as the ball is hit.



The scoreboard displays each player's stats as they step up ta the plate.



The pitcher's perspective used in *Bases Loaded* gives you a view af the actian nat faund in mast af the ather simulatians.

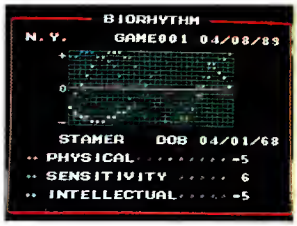
Bases Loaded 2: The Second Season

The most unusual feature in this game that was not in *Bases Loaded* is a collection of biorhythms for the players. The biorhythms influence each player's performance, simulating the kinds of slumps and streaks that affect real-world ball players.

The high-tech infusion of biomedical information helps you decide who plays and who doesn't. For example, let's say Gerald's stats are better than Nolan's. Gerald's ERA is much lower. However, his physical, intellectual, and sensitivity biorhythms are ebbing, while Nolan's are peaking. Depending on how much you believe in this type of evaluation, you might go with Nolan in spite of his stats.

Graphically, *Bases Loaded II* takes a different route from its predecessor. The overhead view will shift from left to right, depending on which side of the field the ball is hit. This might make it a bit more difficult to make plays in the outfield.

As for your season, you get something of a minor break: It's down from 132 games to 130.



Biorhythm charts are provided to help you choose your lineup.



The outfield in *Bases Loaded II* takes time to get used to. The players are tiny, and the perspective changes depending on where the ball is hit.

Tecmo Basesball

Tecmo Baseball, one of the first Nintendo baseball games released, is still one of the better simulations available. One reason for this is its faithfulness to the sport.

The fielders run, jump, and throw realistically. They can also fall down, run into walls, and make errors — wrinkles you can't find in most of the other games.

The ball takes realistic bounces, and its moving shadow projects a vivid 3-D illusion you can watch to make better catches. The field dimensions are also right.

As with most of the other games, when a pitch is hit, the on-screen view shifts to the outfield while a super-imposed baseball diamond shows where all your base runners are.



Some of the pitchers in *Tecmo Boseboll* are strictly relievers, so be sure to do some scouting.



Eoch home run is punctuoted with a clever scoreboord celebrotion.

Baseball Stars

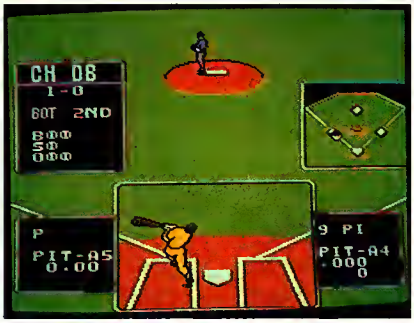
Along with *Baseball Simulator 1.000*, SNK's *Baseball Stars* ranks among the best. You not only decide when to bunt, steal, and pinch hit, you can also hire, fire, and trade personnel. This allows you to test your abilities as a manager and your front-office skills, which is something no other game can offer.

Team members are rated in several different categories, which helps you decide who gets to play. For example, the speed of a hurler's pitches will drop off at a pace that is determined by his stamina rating. You'll have to decide when to yank him. So, in addition to playing out on the field, you are required to make a manager's decisions.

Whether behind the plate or on the mound, it won't take long to become familiar with how to control player movements. However, on long fly balls you can hang up your glove. You have no way of knowing where your outfielders are until it's too late. Of course, the computer does know where to be, and that's a real advantage for it.



In *Baseball Stars*, you can create your own team, hire and fire players, make trades, and make all of the managerial decisions.



Baseball Stars computes batting averages and earned run averages as the season progresses.

Bad News Baseball

This game should have been called *Tecmo Baseball II*. It's from the same maker, delivers much of the same action, and is of the same high quality that made *Tecmo Baseball* a success.

Where this game shines is in its statistics. You'll get plenty of them. You can do some pre-game scouting to see how your team stacks up against your opponent, which may give you some insight into what adjustments could be made to improve your chances of winning. You'll get statistical information including ERA's, batting averages, home run totals, and ratings in several fielding categories.

Most of the options available to real-world managers are included in this game. You position your defense, pick the starting rotation, call up pinch hitters, juggle the lineup, and call for bunts and steals.

Bad News Baseball is also an equal opportunity simulation. You can change the gender of the players by simply pushing down and left on the first controller, and up on the second.





Baseball is a game of numbers, which is good because *Bad News Baseball* gives you plenty of them.

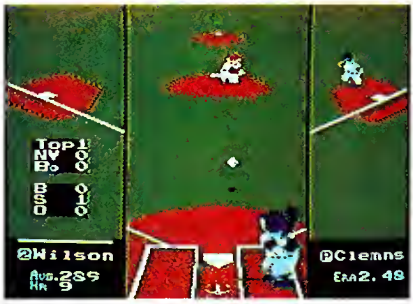
The fatigue factor plays a big part in how well pitchers do in *Bad News Baseball*.

R.B.I. Baseball

Each of the ten teams in this game reflects the roster and player stats officially licensed from the Major League Baseball Players' Association (MLBPA). That means if you're managing the American League All-Stars, you'll have Don Mattingly, Jose Canseco, and Cal Ripken Jr. on your side. It's the only game that carries the MLBPA endorsement.

Of course, the game is dated. Many of the players have since been traded, so some of the information in the game is nostalgia and material for trivia questions.

Despite the dated data, play out on the *R.B.I. Baseball*'s field is excellent. The game captures much of the true feeling of playing baseball the way baseball was meant to be played. There are no gimmicks, just old fashioned hardball.



Television-like split screens in *R.B.I. Baseball* show you what's happening along the base paths.



You can send in players from your all-star bench at any time.

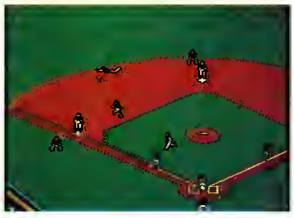
R.B.I. Baseball 2

Like its forerunner, *R.B.I. Baseball 2* takes a "back-to-the-basics" approach to the game. It doesn't have any wild innovations that aren't also found in the other games.

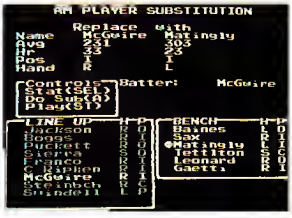
Also like its predecessor, it carries the endorsement of the MLBPA. That means all of the names and statistics are real, lifted right off the pages of Major League Baseball's official record books. And this time around, the players really look like big league players. In *R.B.I. Baseball*, they looked a little like Saturday morning cartoon characters.

It's important to note that while the statistics are accurate and fun to wade through, they don't seem to affect game play too much. The last man in your lineup often seems just as apt to get a hit as your leadoff man.

R.B.I. 2 features most of the play-action options, such as base-stealing, bunting, and pinch hitting. The field dimensions are just right. The speed of the outfielders is suspicious, however, because inside-the-park home runs are common.



Spectacular catches like this are possible only in *R.B.I. Baseball 2.*



You might recognize many of the names on these rosters. Names and stats used in *R.B.I. 2* are all real.

Little League Baseball

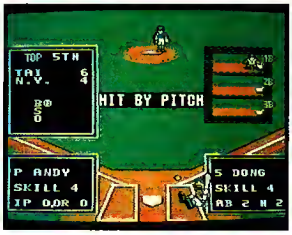
Little League Baseball succeeds in offering an entertaining edition of the grand old game the way kids play it. That means shorter games, shorter bats, and more emphasis on strategy than on skill.

In official Little League baseball, games last only six innings instead of nine. That's good news to finger-weary videogame players. You can play more games in less time than with any of the other simulations.

Defensive strategies are important in *Little League*. You can shift the fielding positions of both the outfield and the infield. For example, you could move in your infield at the corners to defend against bunts.

Player control is fine-tuned to the point where you can dive or jump for some spectacular catches. That's a first for baseball videogames. In the batter's box, you can swing down at low pitches and up at the higher ones.

The game's designers scored a grand slam with their presentation of team strengths and weaknesses. A diamond-shaped graph shows how good each of the 16 teams is in batting, pitching, defense, and running. These are easily the best such representations available in any of the simulations.



Get hit by a pitch and consider first base a gift.



These are the pairings for the tournament in *Little League Baseball*. New York is your best bet to win it all.

Dusty Diamond's All-Star Softball

The strangest game of the bunch is *Dusty Diamond's All-Star Softball*. Everything is different in this game. It's not even baseball, but softball. That means 10 players on the field and under-handed pitching.

There are 60 players to choose from, but they aren't like those you would find in *any* real-world ballpark. They look and play like mutants. Some can float in mid-air; others can fly. Still others can jump farther and higher than any of the other players. It's your job to scout who can do what and then fill out your roster with the players you think are the best. Each character can play any position.

The six playing fields also have different layouts, and your tactics will have to be adjusted accordingly. For instance, a home run in the schoolyard is a ball that hits the school building but *does not* break a window.



In *Dusty Diamond's All-Star Softball*, you can choose a 10-member team from a roster of 60 different players.



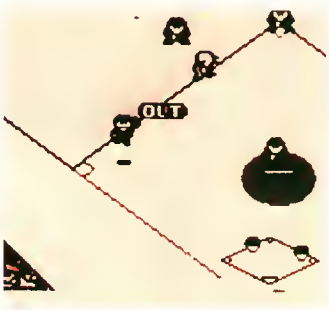
You never know what a player is going to try to hit with. In this case, Diablo is wielding a mace.

Bases Loaded GB

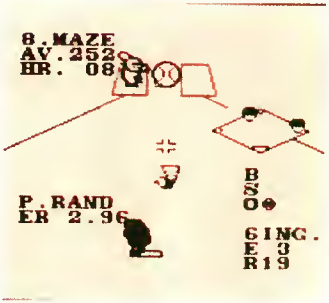
This version is clearly for the game player on the go. Not only does it have the Game Boy's advantage of being hand-held, but it also gives you the option of choosing the number of innings you think you have time to play. You can do that by selecting the non-official game option.

Getting your timing right when batting will take practice. On fastballs, you almost have to begin your swing as the ball is leaving the pitcher's hand. Because the screen is so small, you have little time to react to the pitch. It's also annoying to be frozen once the ball is thrown. In most games, you can move the batter around up until the second you swing.

Fielding, however, is the toughest skill to master. With the small screen, there is very little margin for error. Fortunately, the computer teams' baserunners don't take a lot of chances, so fielding mistakes aren't punished very harshly.



The base runners in *Bases Loaded GB* are a pretty conservative bunch, so it's difficult to double them up or catch them in a rundown.



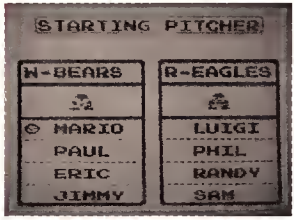
Even with its small screen size, *Bases Loaded GB* offers a lot of extras, including pitch location.

Baseball Game Boy

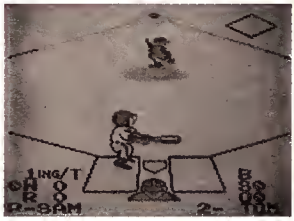
One of the problems with the liquid crystal display format, which is what the Game Boy uses, is that it's sluggish. This is quite obvious in *Baseball Game Boy*. In fact, the pace is much more leisurely than in *Bases Loaded GB*. Balls thrown in from the outfield seem like they are traveling in a stiff headwind, and runners along the base paths perform as if they had cement in their shoes.

Other than the speed differential, *Baseball Game Boy* resembles *Bases Loaded GB* in almost every respect. Fielding is very difficult because of the small screen, and timing in the batter's box just takes practice. Hitting does seem a bit easier in this game than in Jaleco's version.

If you have to choose between the two available for the Game Boy, go with *Bases Loaded GB* because of the quicker pace and greater diversity of pitches to choose from.



Recognize any of the pitchers in *Baseball Game Boy*? Those Italian plumbers pop up in the funniest places.



With no one on, a bunt can often get you a base hit.



IRONSWORD

WIZARDS & WARRIORS II

Phill Powell and Chris Slate

You've picked up this gountlet before. In the originol *Wizards and Warriors*, os the brove knight Kuros, you challenged ond defeoted the evil wizard Malkil. Now, in *IronSword: Wizards & Warriors II*, you must foce Molkil agoin.

The dangerous wizord hos grown no less evil since you lost fought. If onything, he's even more threotening, becouse he hos now enlisted the Earth's elementol forces in his service. So, in oddition to the mony other enemies ond obstocles you must overcome, you'll also have to tame the powers of nature before your finol bottle with the wicked sorcerer.

Of course, you're not exactly helpless as you journey through the enchonted lond of Sindorin. Aside from your prowess with o sword, a bounty of mogic spells is ovailoble to help you. All you have to do is find them. And if you succeed in toming the renegade forces of nature, your reword will be the mightiest weopon of all — IronSword!

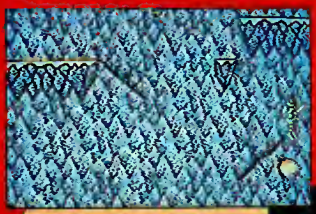
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Acclaim Entertainment
189 South Street
Oyster Bay, NY 11771.

IRONSWORD
WIZARDS & WARRIORS II

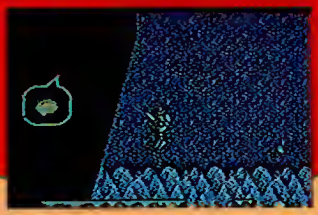


Consult the map for your next destination and the locations of the elementals.



Careful jumping brings you to this far right ledge, where you'll discover the valuable golden egg.





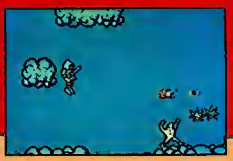
Each of the Animal Kings tells you what gift to bring them.



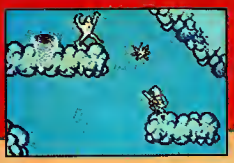
Once you've presented the Animal Kings with their presents, they become very helpful.



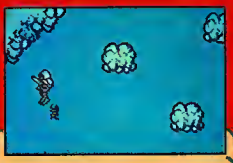
This Animal King, an eagle, lifts you to higher elevations and the home of the first elemental.



Plan your jumps carefully—it's a long way down.



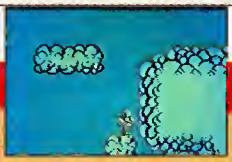
What should you do when you're being attacked by a tornado, a cloud man, and a hailstorm? Crouch and prepare to fight!



You'll find an extra life if you look over here.



Some powerful leaping will take you to this treasure chest.

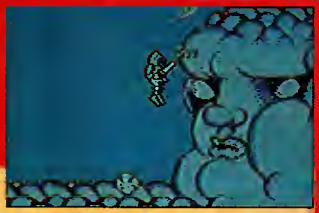




Move to this spot and wait. Before you know it, you'll be inside another secret room.



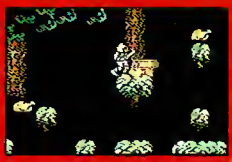
Don't waste time trying to destroy an elemental until you've found the special magic spell designed to help you.



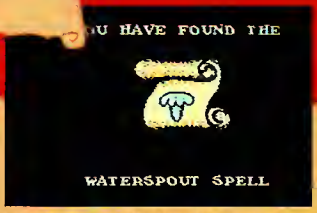
The Wind Elemental will shoot lethal gusts from its eyes. Move in as close as you can, then start jumping and firing.



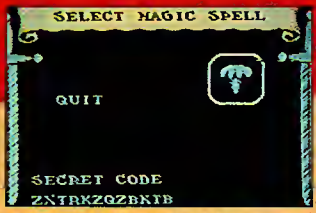
Each time you're victorious against an elemental, you'll receive a piece of the powerful IronSword.



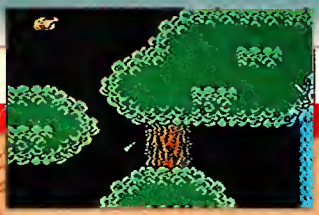
This forest is loaded with treasure and food.



Some magic spells don't help you eliminate enemies but are useful in other ways.



When you call up the Waterspout Spell, be ready for a wild ride like nothing you've had before.



The waterspout works like an elevator, carrying you into the treetops.



Put down that bug spray! You need this fly. In fact, you won't go much farther without it.



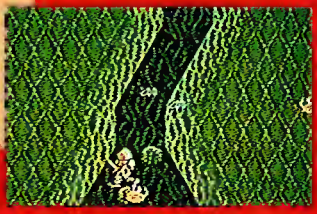
You wouldn't think there would be much room inside this tree, but this secret entrance might surprise you.



The giant frog wants the golden fly — and no other insect will do.



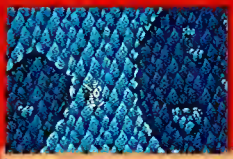
After he's received his bribe, the frog acts more like a pussycat.



Bonus treasure awaits you as you go down the passageway.

IRONSWORD

WIZARDS & WARRIORS II



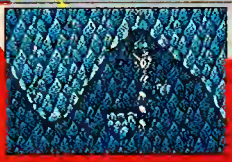
You can walk through here without harm.



The dividing wall hides an invisible opening. When you find this treasure, you'll discover why.



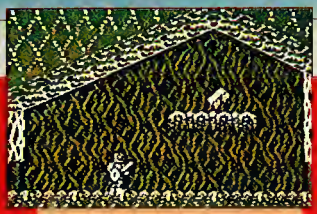
Armed with the Blightwater Spell, you can now begin searching for the Water Elemental.



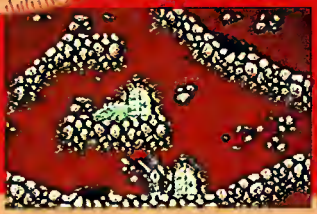


Collecting these small capsules of magic helps you in the next battle.

Aim your magic at the Water Elemental's mouth and shoot when you're at the top of your jump.



Your victory is rewarded with a section of IronSword's blade.



Your quest continues, now on the side of a volcano. Watch out for the fireballs that blast toward you without warning.

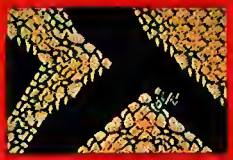


Your first goal at the volcano should be to find the Fleet Foot Spell.

The Fleet Foot Spell gives you greater speed and lets you continue down the right side of this slope.

At the bottom of your slide, you'll uncover this golden crown.

Every dragon needs a golden crown — particularly if he's an Animal King. Luckily, you happen to have one.









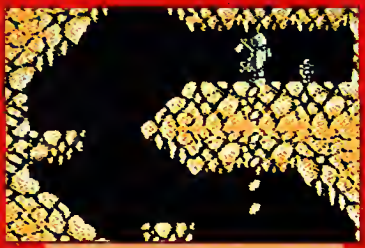
Take the dragon's advice and head for the top of the volcano. You must enter the mountain at its peak.



Once you're inside the volcano, the action gets even hotter. The monsters who live here — like this one sneaking up behind you — are much more powerful.



You've struck it rich in this secret room — it's filled with priceless jewels.



Two bonuses await you here: a free life and extra magic.



You'll be able to make things hot and sticky for your next opponent with the Firesmite Spell.



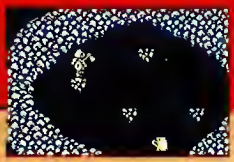
The Fire Elemental's mouth moves around. Wait until his mouth is in the center of his head, then jump and feed him some Firesmite magic.

IRONSWORD

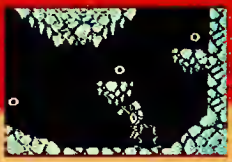
WIZARDS & WARRIORS II



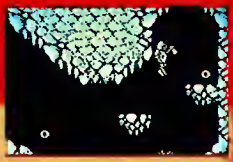
This is the second section of the IronSword blade. Only one more piece remains.



It's easy to get lost in the cavern, but you can make the golden tankard appear by standing here.



The caverns contain many hidden treasure rooms.



In some treasure rooms, the coins will multiply when touched.

Make sure you've got the golden tankard before venturing into the cavern's depths.



Dodge the spidery guards and present this Animal King with your gift of admission.





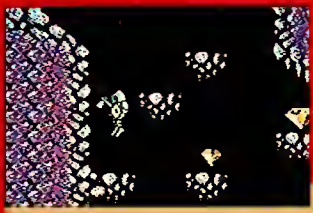
The Animal King is thankful and shows his appreciation by allowing you to enter the next realm.



This secret room holds more of Malkil's stolen treasure than any other chamber. Feel free to help yourself to everything you can carry.



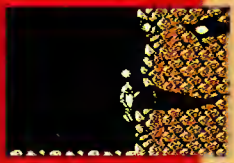
Explore this area thoroughly. You need all the magic you can find.



This is your last chance to collect magic and extra lives before facing the Earth Elemental.



Make sure you have the Earthscorch Spell, too.



This elemental has a big mouth. Fill it with your Earthscorch magic.



Congratulations! You've assembled the complete Iron-Sword. Now the real battle begins.



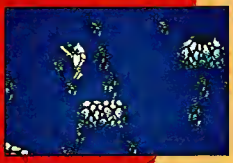


If you discovered this spell earlier but hadn't found a use for it, trade it at the shop for a feast fit for a king.



The shops also offer this gambling game. Play if you dare. The risks — and the rewards — are yours.

IRONSWORD
WIZARDS & WARRIORS II



Malkil's icy mountains are treacherous, but easy to figure out. Watch out for some very difficult enemies.



The evil wizard sends menacing spirits to haunt you. Fight them one at a time. Consider it good practice for your final showdown with Mal-kil.

the end.

MEGA MAN 3



Very few games ever generate a following large enough to justify a sequel. Even fewer become trilogies. To achieve this, a game must generate lots of excitement and have many thousands of loyal fans. *Mega Man 3* qualifies on both counts.

The original *Mega Man* was a sleeper — the game gradually grew popular by word of mouth. But when *Mega Man 2* was released, it was an instant hit. Nearly everyone went crazy over the little android who saved the world from Dr. Wily, and Nintendo players everywhere couldn't get enough.

Now Mega Man is back for his third adventure in one of the largest games ever released for the Nintendo Entertainment System. *Mega Man 3* follows the same winning formula as the first two installments. As the android Mega Man, you travel from world to world defeating enemy robots and capturing their weapons for your own use. This time, however, the evil Dr. Wily has turned good and is helping Dr. Light, Mega Man's creator.

Mega Man 3 has some of the biggest and most original boss creatures you could hope to see. The last boss is so huge that only the upper half of his body fits on the screen at one time!

The forces of evil have become so overpowering that Mega Man has taken a partner, a robot dog named Rush. Rush can help you in many ways, such as transforming himself into a trampoline, a jet, and even a submarine! Mega Man has also learned a new move — a power slide that helps him squeeze through cramped areas.

Mega Man 3 is an absolute must for anyone who loves action-adventure games. Its great story, outstanding graphics, and exciting game play make it the best Mega Man game ever.



Although you can begin *Mega Man 3* on any stage, there's a certain order you should follow to make the game easier and more fun.



First try Snake Man's stage. One of the most vicious foes is a giant snake that fires huge globs of venom. Stay at the far left of the screen while repeatedly jumping and shooting at its head.

This enemy will try to pale-vault into your head. The trick is to stand completely still just before he launches himself into the air. He'll spill over you and leave himself vulnerable when he lands.





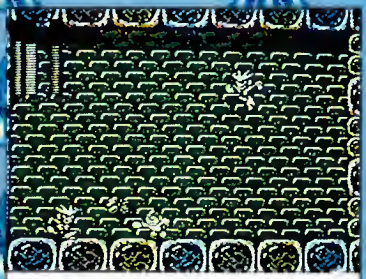
To cross the pits, leap onto the cloud platforms. Watch out for the missiles that come flying toward you. Stand on the edge closest to the oncoming missiles so you won't fall off if you get hit.



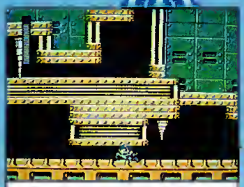
Once in Snake Man's inner sanctum, quickly make your way to the right side of the screen. Snake Man will run back and forth while throwing deadly snakes. Stand still and shoot while avoiding his snakes.



Next stop: Gemini Man's stage. Plenty of surprises await you, including this giant waterfowl. To get plenty of power-ups, blast away some of the little birds he sends at you, then finish him off by shooting at his eyes.



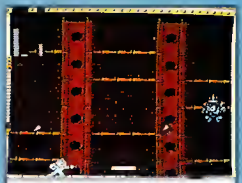
Gemini Man splits in two and tries to trap you in the middle of the screen. To keep Gemini Man in the middle instead, maneuver near the sides of the screen while attacking with Snake Man's weapon.



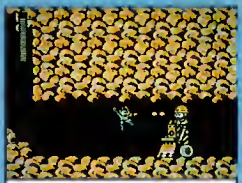
After defeating Gemini Man, head for Needle Man's stage. Use your sliding technique to quickly move past the giant stalactites that try to pierce you.



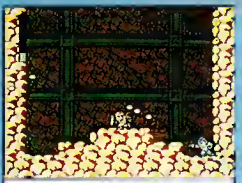
Don't let this big bully scare you. He may look tough, but all it takes to defeat him is a few shots at his eyes. Stay at the left while jumping and shooting.



Gemini Man's loser works wonders on Needle Man. Fire a shot, then dodge Needle Mon's spikes os the loser ricochets oround the room. After you beat him, you'll get the Rush-Jet as well as Needle Mon's weapon.



Go after Hard Mon next. His stoge is mountoinous and is guarded by guys in hord hots. To eliminote this hord-hot driving o bulldozer, aim for his eyes.



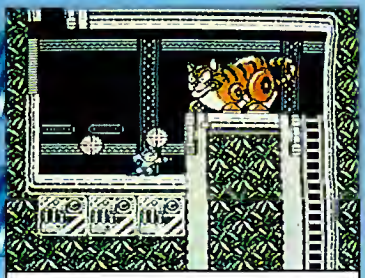
You can't go oround this tough enemy, ond it takes countless shots to beat him. Listen for the short whistle thot signols he's about to attack, then stand ot the for right and shoot toward the left.



Hard Mon doesn't exoctly live up to his nome. In foct, "Eosy Man" would be more occurote. Simply fire ot him with Mega Man's regular gun while being extra careful to ovoid his dive-bomb attacks.



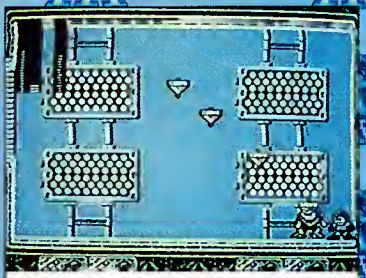
Your next goal should be Top Man, whose henchmen try to destroy you with spinning tops. When you climb down into this room, don't let go of the ladder. Instead, fire left from this safe position.



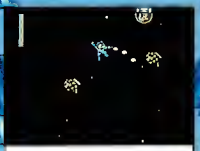
Uh-oh! Top Man's giant house cat is after you. Shoot at the cat's head and be careful to avoid the giant balls of yarn he coughs up.



Cross this pit to reach Top Man's lair. The tops you must jump on are always spinning, so watch your footing.



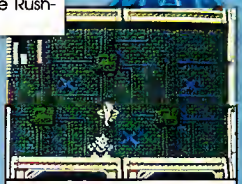
The trick to defeating Top Mon is to get behind him ond use the Hordpunch weapon. That way, he won't be able to ottock you with his tops.



In Shadow Man's stoge, sometimes the lights go out and you must fight in the dork. To switch the lights bock on, either use Rush os o trampoline to jump up ond destroy the machine cousing the darkness, or run until the machine is off the screen.



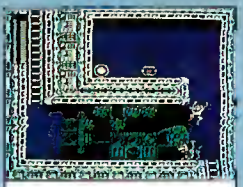
Jump from platform to platform while fighting off the enemy par-atroopers. It might be wise to use the Rush-Jet here.



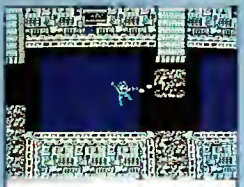
Shodow Mon throws his shodow blade while jumping around. Wait until he gets close, then use the top spin on him. Keep using the top spin to turn him into dust.



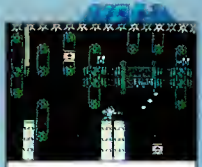
When you enter Spark Man's stage, robots fall from these tubes and shoot you with electric sparks. To avoid getting shocked, blast the robots as soon as they appear.



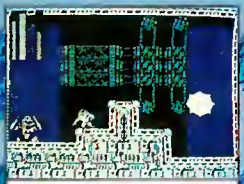
Use Rush as a trampoline to get the items stored in hard-to-reach places.



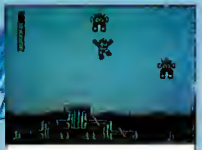
Watch out for these blocks that drop out of the tubes — they'll start stocking up on each other. While running, jump and shoot each block just as it falls from the tube. Keep shooting the blocks to gain more energy.



Here's a tricky screen. If you jump without shooting all the vises, they'll knock you into the pit. Wait until they come toward you, then shoot.



The best way to defeat Spark Man is to change into Shadow Man. When Spark Man runs toward you throwing his sparks, keep to the other side while attacking him with your shadow blades.



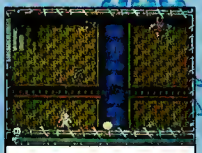
To get a free ride in Magnet Man's stage, wait for a magnet to come from the left, then hop up and let it carry you away. Don't forget to shoot ahead to prevent other magnets from knocking you off your "elevator."



Don't let this cute fellow fool you — he can be deadly. When you first encounter him, shoot the missile as soon as it's launched. Then finish him off with your gun.



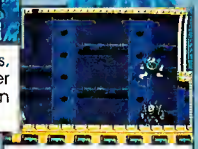
As in *Mega Man 2*, you must figure out the pattern of how these blocks appear and disappear. But there's a new twist: A magnet will try to pull you off the blocks. If things get too hairy, try using the Rush-Jet.



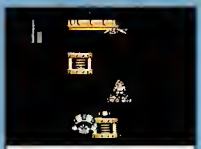
Magnet Man is easy to beat if you become Spark Man. He'll stop jumping and try to pull you toward him with his magnet shield. Wait until the shield is turned off, then blast him with sparks.



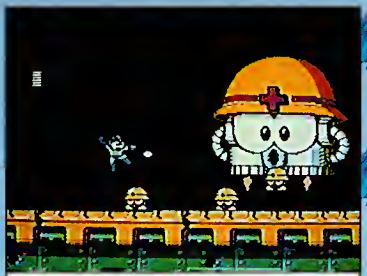
Even after you've defeated all the robots, your job isn't nearly finished. Remember those robots you thought you destroyed in *Mego Mon 2*? Well, they're back!



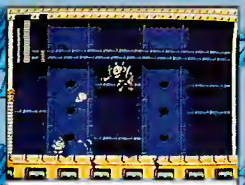
The ghost of Airman is back and just as tough as before. This time, though, you're better prepared. Attack him as Magnet Man when he stops throwing twisters at you.



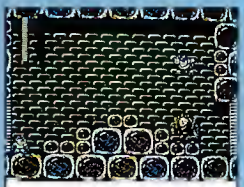
This stage can be tricky, so be sure to energize your Rush-Jet before starting. When you're jetting along, shoot forward and grab any energy capsules you can find.



Oh no — it's the chief hard-hat! But even though he looks mean, he's very easy to beat. When you first see him rising out of the ground, shoot at the cross on his helmet.



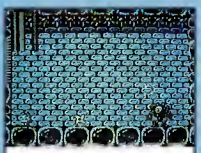
Has Mega Man met his match in Clash Man? Not if Mega Man uses Hard Man. Try to anticipate where Clash Man will land, then nail him with a hard punch.



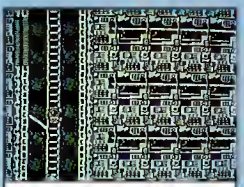
Flash Man is no match for Mega Man. When he stops freezing time, run toward him while firing your needle cannon.



These little heli-robots aren't here for your health — they want to see Mega Man dead. Run under them and let them fall, then move out of the way.



Bubble Man is back and meaner than ever, but he's no match for Shadow Man. Jump over his bubbles, then use your shadow blades to put an end to his dream of destroying Mega Man.



Wait at the bottom of this screen. When the spider starts climbing the ladder, shoot him with a Gemini laser.



Metal Man lives by the adage, "You can't keep a good villain down." To defeat him once and for all, use your magnet missiles while dodging his blades.



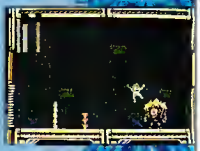
After Metal Man is out of the way, you'll come to a small tunnel that Mega Man can fit through only by sliding. Avoid the spikes on the wall in front of you by quickly moving left as soon as you begin to fall.



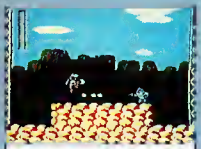
The search-snake weapon comes in handy when battling Quick Man. Watch out for his boomerangs, and fire when you get close enough.



Wood Man protects himself with his leaf shield. After awhile, he'll throw the shield at you. Take advantage of that chance to blast him with the Needle Gun and turn him into sawdust.



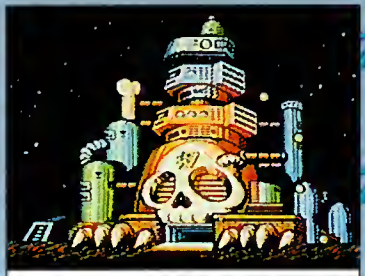
As soon as you enter Fire Man's lair, slide to quickly reach him, then use the tap spin on him. Watch out for the pillars of fire he throws randomly around the room.



You've already crossed paths with this foe more than once. Now it's time to eliminate him forever. He doesn't fight any differently than before, so he shouldn't be a problem.



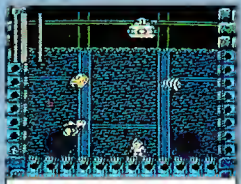
When you return to Dr. Light's laboratory, you find that Dr. Wily has once again returned to his evil ways. You'll have to set out after him quickly if this madness is to end.



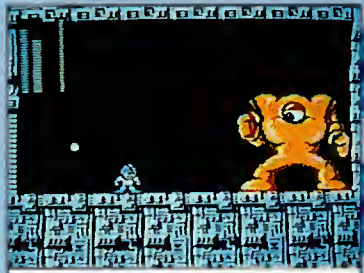
Dr. Wily's new and improved castle provides more than enough protection for him and his evil creations.



It's a good thing Shadow Man provided you with the Rush-Marine. You'll need it when traveling underwater.



Don't worry about the machine at the top of the screen. Instead, use the shadow blade to attack the turtles. When they're all destroyed, the machine blows up.



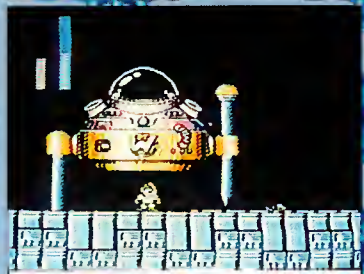
This vengeful villain comes all the way from the original *Mega Man* game for another crack at you. You can hurt him only when he's completely solid and opens his eye.



Mega Man meets three illusions of himself! All three can hurt you, but you can hurt only one of them. Once you find out which illusion is vulnerable, use the top spin to win a short but sweet victory.



Those robot bosses sure can hold a grudge. They'll give anything to see Mega Man totally obliterated.



The final challenge — or is it? Dr. Wily comes after you with his most fearsome invention yet. If you can destroy this machine, get ready for more surprises!

GP



Capcom, 1283-C Mountain View/ Alviso Road, Sunnyvale, CA 94089.



THE BATTLE CONTINUES

One of the best Nintendo games of 1989 was Tecmo's *Ninja Gaiden*, a fast-action martial arts adventure in which the ninja Ryu Hayabusa searched for his father, saved the kidnapped Irene Lew, and finally defeated the evil Jaquio. Ryu battled his way through hundreds of Jaquio's evil ninjas, bosses, mutants, bats, eagles, soldiers, and spiders to accomplish all this. Nintendo fans loved the game, and now Tecmo is almost ready to release Ryu's next adventure, *Ninja Gaiden II: The Sword of Chaos*.

This second installment has everything the first *Ninja Gaiden* had — and more! The action is just as furious, the storyline is similar to the first one, and getting to the end of the game is equally as difficult. You'll need excellent timing and plenty of speed to help Ryu in this adventure.

Although he defeated the evil Jaquio in the first game, Ryu now must face the awesome powers of Ashtar, Emperor of Darkness, the lord who commanded Jaquio before his defeat. Ashtar plans to use his powers and those of the cruel Demon Clan to bring back the Sword of Chaos and open the Gate of Darkness.

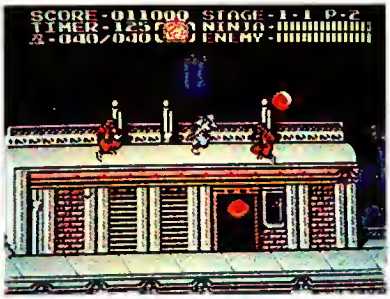
So, one year after Jaquio's defeat, Ashtar kidnaps Irene and places her in the Tower of Lahja. Ryu, wielding his powerful Dragon Sword, must fight his way to her side and then take on Lord Ashtar to rid the land of the emperor's accursed powers. Along the way, Ryu meets the mysterious Robert T.S., who says that he wants to help Ryu. But who is he, and can he be trusted?

As with the original *Ninja Gaiden*, this new game has storyline chapters that pop up between each major stage of the action. It's fun to see the story unfold, and the plot and the graphics of the game are both well done. But the real fun of *Ninja Gaiden II* is the wonderfully fast-paced action — it never slows down from beginning to end.

Ryu not only has to fight past hordes of strange enemies, but also pick up many extra weapons and magic powers to help him in his quest — fire wheels, windmill throwing stars, dragon scrolls, ninja power, recovery medicine, one-ups, and body splitters (which create one or two shadow Ryus that move together).

There are few other Nintendo games that mix fast action, special weapons, and dangerous enemies all in one well-planned package. *Ninja Gaiden II* is a real winner, and it's bound to be one of the biggest hits of 1990.

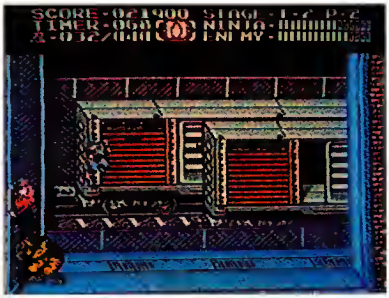
Tecmo; Victoria Business Park; 18005 South Adria Maru Lane; Carson, CA 90746.



These ninjas jump from below at the same time, throwing stars that sap Ryu's strength. Be ready for them.



When these three enemies drop from the top of the screen, make sure you have Ryu positioned here to handle them.



Ryu can avoid this enemy's wild charge by jumping onto the wall and then over the enemy's back. Keep slashing once you get behind him.



When the eagle attacks here, try to keep Ryu from being knocked off the train by flipping him backward and away from the bird.

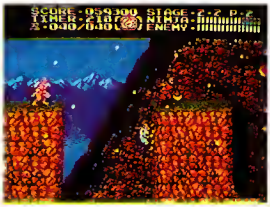


You can avoid landing on attacking enemies during jumps by cutting short the leap and striking immediately.

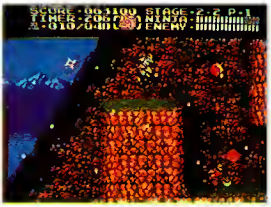


When you first enter this stage, wait a few seconds until the wind is blowing either straight down or to the right. It changes every few seconds.

NINJA GAIDEN II
THE BATTLE CONTINUES



Two rock-throwing attackers can knock Ryu off the cliff unless you have him move quickly to get rid of them. If the wind is with you, you will overcome them rapidly.



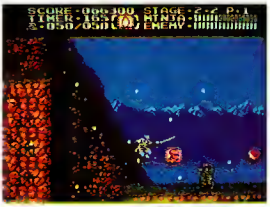
If you get stuck on the wall, climb to the top and wait for the wind to blow toward the level ground. Then jump out and up and you'll be swept onto the ground.



Make sure you get this globe — it refills all your magic points. Use your ninja stars here to grab it.



Each time you jump to this small ledge, the wind changes against you. Take your time and don't jump from here too quickly. The wind will change.



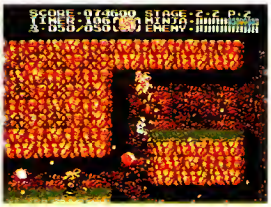
If you find a ball that has a scroll, it will increase your magic by ten. Also, when these attackers turn into balls, they're harder to kill. Make Ryu crouch down and keep swinging.



Don't attack the gunners when the wind is against you. But make sure you do get this item — it creates a shadow Ryu that helps you.



This globe is important. Since it contains an extra life, make sure you don't miss it.



Wait for the wind to blow to the right before you make this jump. Take the first globe in order to receive a healing potion.



This leap looks difficult, but it's easy if you climb down onto this ledge and slash when you jump. You'll get more healing potion.

NINJA GAIDEN II
THE BATTLE CONTINUES



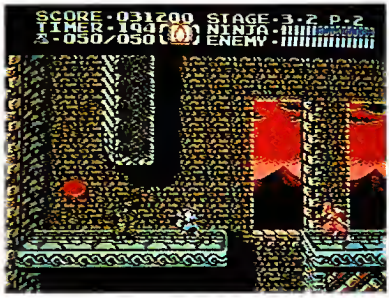
To defeat this boss at stage 2-3, Ryu has to be on the same level as he is. Wait until his spiders have cleared, then jump toward him. When he comes down, slash as quickly as you can.



At stage 3-1, much of the screen goes dark and is illuminated only by lightning. Wait for the lightning so that you can see your way through.



At this point, move Ryu along the upper level to get the elixir and the fire wheel. Then he'll have to go back down to get across the screen.

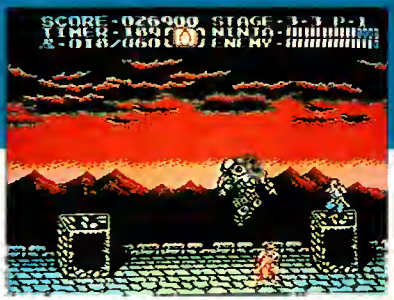


If you take your time with these jumps, they won't be so bad. But watch out for the bats, and try to kill the blob on the left to avoid his attack.

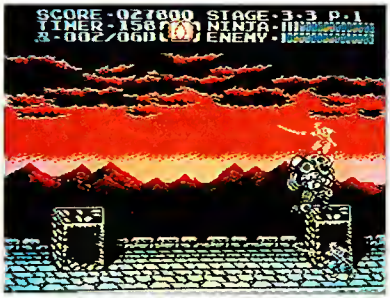


When Ryu makes this jump, it's important to use magic quickly or to jump over the gunner. Otherwise, his shots can knock you off the side.

NINJA GAIDEN II
THE BATTLE CONTINUES



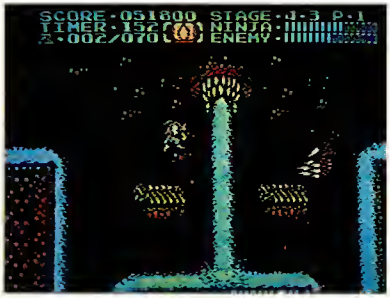
At this point in stage 3-3, it's best if you have the two shadow Ryus to help nail this flying boss.



In this screen, position the three Ryus so that the main Ryu is on the bottom and the other two occupy the middle and the top.



When you jump to the block on which the ninja spider is standing, you'll have to kill a bat as well. It's tricky, but once you do it you'll find an extra life waiting just beyond the block.



To defeat this boss, climb the waterfall to the left when the hawk is going away from you. When it disappears, jump onto the ledge and slash quickly.



You are almost to Ashtar! Run quickly so the enemies behind you won't push you off the ice. And look for more hints to *Ninja Gaiden II* in upcoming issues!



PUT YOUR PEDAL TO THE METAL

Most of the time spent behind the wheel is spent caught in traffic. A driver starts up the car, gets it up to 35 mph or so, and then slows to a crawl and stares at his watch as he waits to get onto the freeway, across the intersection, or out of a crowded parking lot.

Maybe that's why racing games are so popular. For those who aren't old enough to drive, they offer the idea that driving is a thrill-a-minute sport you perform in a flashy car. For those with licenses and cars, they're a nice bit of escape.

Nintendo driving games — going back to *Rad Racer* and *Spy Hunter* — have always let you drive at top speeds. Naturally, a racing game has to make you feel speed to be successful. By keeping your perspective low to the ground, and by showing things standing still on the sides of the road, you appear to be racing along at phenomenal velocities.

Rad Racer II and *Roadblasters* handle speed in a similar way. In *Knight Rider*, unlike the other two, your viewpoint is from inside the car rather than behind it, and from this perspective you seem to be traveling more slowly. But your car in *Knight Rider* can quite literally take off, and as it flies over the trucks in front of you speed is no problem at all.

Rad Racer II

In *Rad Racer II*, you throw your car around a series of courses, each of which is divided into three sections. You have a limited amount of time to reach the end of each section, and if you don't make it, you start the game over from scratch. If you do reach the finish line in the allotted time, you keep going through the next sections until you reach the end of the course.

As you might expect, lots of things keep you from getting through each section on time. First of all, the roads aren't exactly straight. You accelerate using the A button, and turbo-accelerate by pressing up on the directional pad, but full speed is possible only on straightaways.

Your control panel may tell you when you're approaching a curve, but you'll be practically on top of it



Here's what you want — the end of stage 1 in *Rad Racer II*. Each stage ends with the car on a section of track lined with checkered flags.

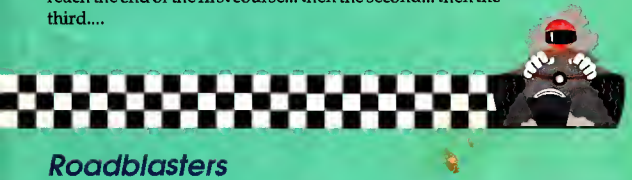
before you have a chance to react. Some curves are lined with trees or boulders, and hitting them tosses your car off the track. Then you must accelerate from a stop — a waste of your valuable time.

There are also a bunch of drivers out there. Some drivers let you slide by peacefully, but others seem determined to block your passage — and there are a few who will just plain drive into you. In the first stage of the Big Apple track, for instance, a reckless driver tries to bump you off the road. If he succeeds, there's no way you'll reach the checkpoint on time.

The most important feature of *Rad Racer II* is its impression of high speed. You're further off the ground than you were in the original *Rad Racer*, though, so some of the earlier game's excellent low-level perspective is lost. But *Rad Racer II* will have you trying, over and over again, to reach the end of the first course... then the second... then the third....



Once past Key West, it's on to the Big Apple. The lights of New York City beckon, but so do a host of obstacles ahead.



Roadblasters

If you're not satisfied by simply driving at high speeds and outmaneuvering opponents, check out *Roadblasters*. In this game, as in *Rad Racer II*, you race a hot car on a series of different tracks (50 zones in all), trying to reach the rally point on each. But in this game you don't just steer around your opponents. You can also blow them away.

You begin the game with three lives, some fuel, and a gun. If you lose all three lives, you must start over from scratch. You can refuel at checkpoints and rally points along the way or drive through green and orange globes of fuel that appear on the road as you drive. If you run out of fuel, you lose a precious life.

And losing lives is easy. You'll probably be destroyed by the cars that fire at you — and if they don't get you, there are plenty of drivers willing to run you off the road. Rat jeeps, for example, whip in front of you and slow down (much like city buses). Cycles have no respect for driving lanes, and command cars are immune to normal gun blasts.

Making things even more interesting — and deadly — are the gun turrets that fire at you from the sides of the road. You also frequently run into a stretch of road laden with mines. And then, just when you think you know what you're doing, toxic spills and oil slicks appear to turn you in circles and usually force you into a passing car.



The support jet in *Roadblasters* will lower a special weapon toward the ground. Collect it by driving under it, then select it with the B button.



Your firepower can destroy some of the enemy cars you meet on the road, but not the command cars.

To be most effective, you need special weapons. As you drive, a support jet descends and lowers a package. Maneuver under the package, and you'll find a new weapon, either a U.Z. cannon, an electro shield, a nitro inject, or a cruise missile.

With regions going by such names as Crystal Palace, Weapons Factory, Desert Region, Molten Zone, and Power Plant, *Roadblasters* offers a variety of interesting scenery — of course, you can't see most of it when you're racing at high speeds with an enemy vehicle in your sights.

Knight Rider

Remember KITT? A few years back, *Knight Rider* was an extremely popular action-adventure TV series featuring baddie-basher Michael Knight and his high-tech wonder car KITT. Rumors are circulating about a TV movie starring KITT and Michael, so *Knight Rider*, the game, might be rustling up some new fans for *Knight Rider*, the series.

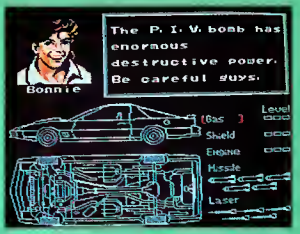
There's a brief practice mode in *Knight Rider*, but as soon as you enter the storyline — tracking down and defeating a group of terrorists — you'll have quite a journey in front of you. At the beginning of every mission, you choose from five nonstandard items to take in KITT to help you. Your choices include a larger fuel tank, a stronger protective shield, an engine with more horsepower, 20 missiles, or 20 laser blasts.



If you reach a high enough speed, you can jump/fly over the vehicles in front of you. Watch where you come down, though — you might be off the road.

Your missions will take you to 15 different cities, each with different landmarks and driving conditions. Watch out — you're in constant danger of having your shield knocked out by gunfire or destroying it yourself if you rear-end cars and trucks. And running out of fuel seems to happen extremely quickly in this game.

But what *Knight Rider* offers that the other games don't is a chance to fly. Well, not actually *fly*. As you approach a vehicle in front of you, you can shoot it out of the way, maneuver around it, or, if you have enough speed, press the A button and soar over it. Watch out, though — it's very easy to stay in the air too long, and then come down on top of another car or off to the side of the road.



Knight Rider opens with a few briefing screens. As on the TV show, your role is to use your supercar to solve a national crisis. Before each mission, talk to Bonnie about the car upgrades you need.

Knight Rider's role playing is welcome, and for those who don't like the tedium of racing to the end of one track after another, it's ideal. Many, though, will find it very tough to play.

Rally Bike

Road rallies aren't speed tests — in fact, you usually must reach a checkpoint within a specific time in road rallies. Often this means driving slower than you'd like, making sure you make steady rather than quick progress.

Rally Bike is unlike *Rad Racer II*, *Roadblasters*, and *Knight Rider* in several important areas. First of all, you drive a motorbike rather than a car. Second, your skill at keeping a careening vehicle on the road isn't tested. And finally, you don't go very fast.

In *Rally Bike*, your goal is simply to hunt for the finish line, though you do have to stop for gas every so often and maneuver around a wide assortment of obstacles. You'll want to get in front of the bikers who seem to be beating you, but if you wait long enough most of these opponents will run into something anyway. Just make sure you don't hit something yourself.

The trick in *Rally Bike* is to manage your acceleration, your braking, and your steering — and you'll be doing a lot of each. You must get up to a good speed at the start, but very quickly you'll find yourself off the highway and into the trees.

You'll crash if you go straight, so remember to slow down to make a tight turn, pull around the trees, or avoid the opposing bikes. Pick up any helpful items you find lying on the ground and make sure you don't run out of gas. The city streets aren't any easier than the woods. Wide streets branch into narrow streets, narrow streets become narrower still — and at one point you'll find yourself on a streetcar track.

The problem with *Rally Bike* is that you must start over as soon as you crash or run out of gas. After awhile that becomes a bit tedious. But you'll get better as you practice, and eventually you'll make your way to the next checkpoint.

Rally Bike demands skills almost entirely different from *Rad Racer II*, *Roadblasters*, and *Knight Rider*. But those not into excessive speed might easily find it the best of the bunch.



Rally Bike gives an overhead view of you and the other bikers. You begin the game by traveling along an easy stretch of highway.

If you haven't found the racing game of your dreams among these, there are three more games due for release soon. So watch for *Al Unser Jr. Turbo Racing*, *Hard Drivin'*, and *Chase HQ* — and keep your foot on the gas.

FINAL FANTASY

When Evil envelops your land in darkness, your mission is obvious: to return the light of peace to your people.

Many hardships and trials lay before you. You must create a band of four Light Warriors from a force of fighters, thieves, martial artists, and magicians. You need all their skills and experience to restore the powers of Earth, Wind, Fire, and Water to the Four Orbs.

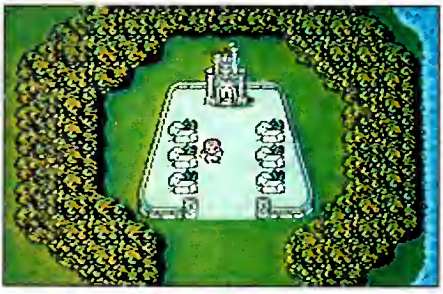
Your adventure takes you to all corners of a strange new world where you'll face deadly perils in dangerous castles, dark caverns, and uncharted lands. Hordes of ferocious monsters may impede your every move, but great riches await the successful explorer.

Your quest in *Final Fantasy* begins in Coneria, the Dream City. It's important to understand the geographic features of the terrain if you hope to guide your adventure party successfully. Although you have to traverse the forest on foot, you can cross the grassy plains by any method you wish, as long as you have the proper equipment. You must have a ship to navigate oceans and seas, but keep in mind that you can only dock or embark on ocean journeys from a port.

Before you assemble your party of warriors for this role-playing game, learn something about each candidate's experience. The fighters are professionals, trained in the use of all weapons. Even though they wear heavy armor, these warriors are quick

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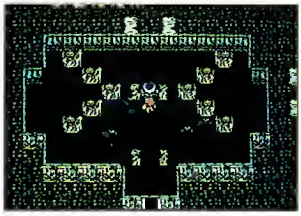
Your first stop after Coneria should be the Temple of Fiends, located northwest of the Dream City. Once you rescue the princess held captive in the Temple, the King rewards you with a bridge north of Coneria that connects the city with faraway lands. Crossing the North Bridge ends the prologue of *Final Fantasy*.



The pleas of the people within the castle of Coneria guide your quest. The townspeople help, too, and the use of their shops, inns, and clinics is vital to your success.



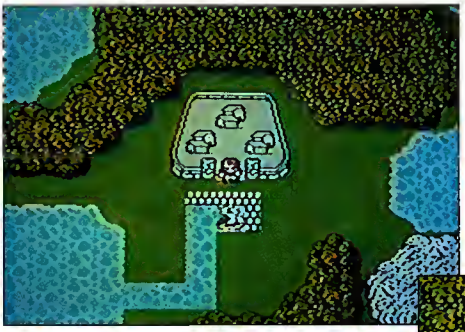
There are different types of stores in each town you visit. Keep an eye out for the weapons and potions you really want — some items are available in only one particular shop.



Garland holds Princess Sara captive at the Temple of Fiends. You must free Sara before you can proceed with your quest. Unfortunately, no one has been seen leaving the temple in 400 years.



The entrance to the Cave of Matoya is north of the North Bridge. Search the cave until you find Matoya, a friendly witch. Talk to her and write down *anything* you think is important.



You meet Bikke the Pirate in the town of Pravoka when his crew challenges you to a fight. Defeat them and Bikke will give you his ship, which allows you to do some serious exploring on the bounding main.

In Elfland, shop for anything you can afford — you must invest a lot of gold to complete your mission. Don't forget that there are two levels of each type of magic shop in this town.

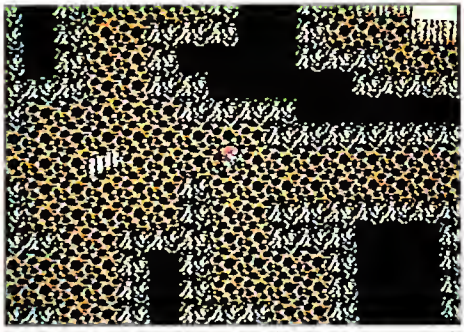


on their feet. Agility and dexterity are the strong points of the thieves — good traits to have when you need to flee from enemy attacks.

The martial arts masters are mentally and physically tough. They can fight with bare hands, so if you're short on riches or weapons, you'll want these warriors on your team. There are three magicians to choose from — red, white, and black. Red magicians can learn both black and white magic spells and are fairly good fighters. White magicians, though not good fighters, can heal wounds, cast de-



You find legions of enemies waiting in the Marsh Cave. Be sure you have a large supply of healing potions to restore your hit points and revive poisoned warriors.

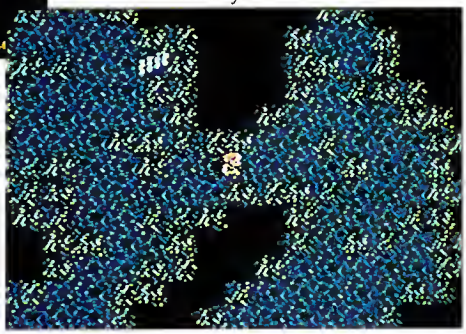


The first floor of the Earth Cave is full of Giants that attack your warriors. It's a good place to gain experience points and win gold, but it's also very dangerous.



There's a vampire on the third floor of the Earth Cave. If you defeat this bloodsucker, you're rewarded with a ruby.

Take your ruby to Titan's Tunnel and give the gem to the Titan in exchange for entrance to the tunnel. Be sure to investigate all the treasure chests in the cavern—their contents may come in handy.

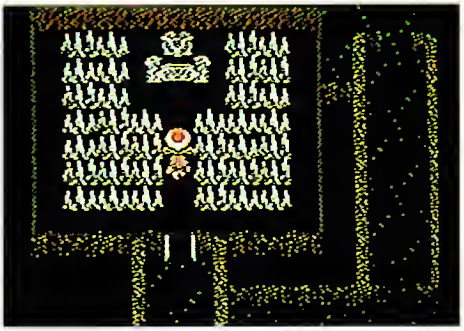


fensive spells, and learn powerful magic. The black magic warriors depend on powerful spells to attack the enemy.

When you encounter an enemy while traveling, the landscape screen flashes and a battle screen appears. The first thing you need to do is decide what your chances are in combat. If you think you don't stand a chance against the enemies, give serious thought to choosing the run command. If you elect to stay and fight, it will be a fight to the death — either the enemies or one or more of your



Back in the Earth Cave, make your way to the Earth Altar on the fifth floor. The cave, which is the source of Earth's rotting, is where you face Lich, the Earth Fiend.



If you defeat Lich, step up to the altar and restore the power of Earth to the first orb.



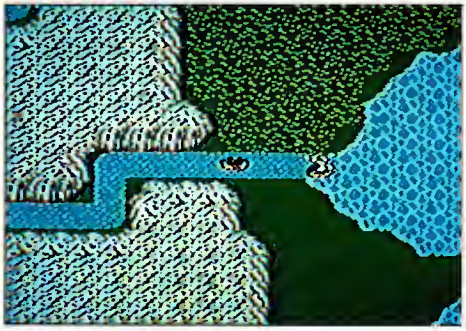
Most towns have an inn. If you stay the night, your game is automatically saved and your hit points and magic points are restored to maximum levels.



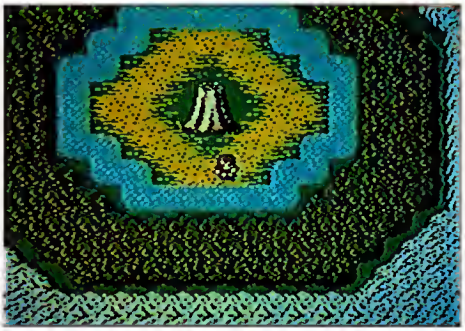
Lukahn the Prophet is in consultation with his colleagues in the town of Crescent Lake. If you talk with each member of the Circle of Sages, you're rewarded with a canoe.

warriors won't survive. If you lose an ally in battle, don't panic. Most towns have clinics where you can find a magician to revive your warrior ... for a price.

As role-playing games go, *Final Fantasy* is a good one, but expect to spend much more time building experience points for your party than enjoying the adventures at hand.



Use the canoe to take shortcuts across the lakes and rivers you previously had to walk around. You're now able to travel to Gurgu Volcano as well.



By following the river that leads from Crescent Lake, you can find the Gurgu Volcano. Kary, the Fiend of Fire, is hiding deep within the volcano.



Weapons and magic spells made from ice are most effective against fire enemies. If you defeat Kary, the power of fire is restored to the orb.

If you doubt your chances in combat, you can try to run. There isn't any guarantee your escape will be successful — it depends on the agility level of your warriors.

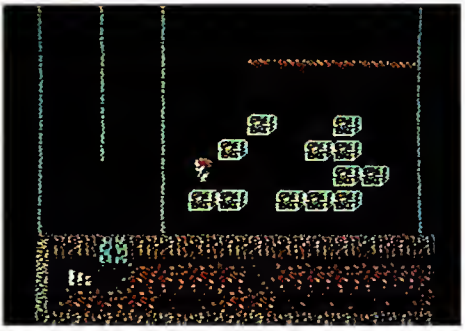


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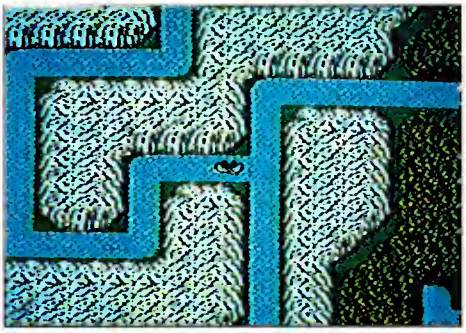
If you defeat the band of pirates terrorizing the people of Pravoka, your band of warriors can claim the pirate's ship. You have free run of the high seas with this fine vessel. Just remember where you dock your ship — it's easy to lose track of where you disembarked.

Nintendo of America

4820 150th Avenue, NE; P.O. Box 957; Redmond, WA 98052



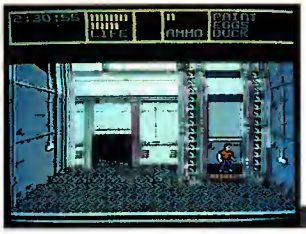
Open every treasure chest you encounter — it's going to take every penny of your hard-earned riches to stay one step ahead of the enemy.



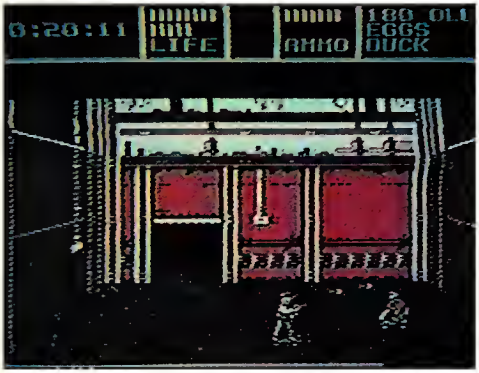
The canoe — as well as the airship you find buried in the Ryukahn Desert — expand your world to its full limit. Search carefully to restore the two remaining orbs.

Start mapping your progress right away by noting the location of each room, floor, and elevator.





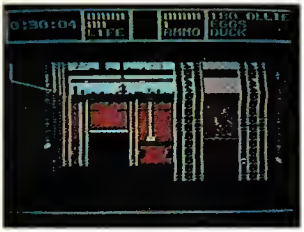
Although the poth to the top of the plant may seem straightforward, sometimes you'll have to double back, so your map is extremely importont.



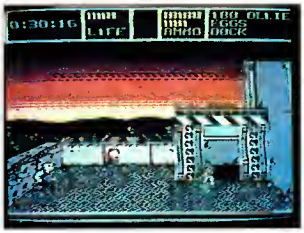
When entering a new room, duck immediately to avoid the onslaught of Icepick's goons. If you stay low, you can make it through most of the rooms.



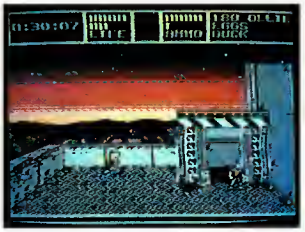
The paint gun is the best weapon against Icepick's henchmen. Be sure to collect the goodies and point clips they drop when you shoot them.



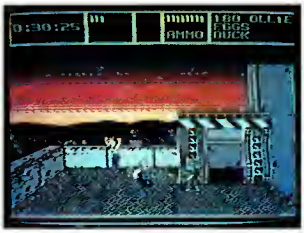
After literally fighting your woy to the top, this is the final elevator before your meeting with Icepick. Let's hope you've got your building permit with you.



To successfully fight Icepick, you should stock up with plenty of paint pellets. The building permit will replenish your lives, so your main concern is ommo.



Icepick hos a tendency to charge like a wild rhino when attacked, so be ready to move when he lowers his head. This is a good ploce for your Hangtime boord.

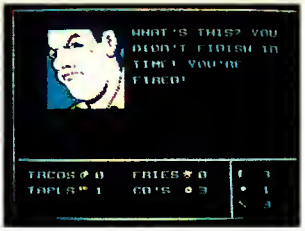


Try to fire o steody stream of paint pellets while advancing slowly. From C.J.'s cheerleading, It looks as though you may have Icepick on the ropes.



The mall isn't too crowded with shoppers at the moment, but if things start picking up, use the duck move to slip through the traffic.





The ultimate penalty — unemployment. If you're late three times, those hopes of a new ramp will last about as long as your career.



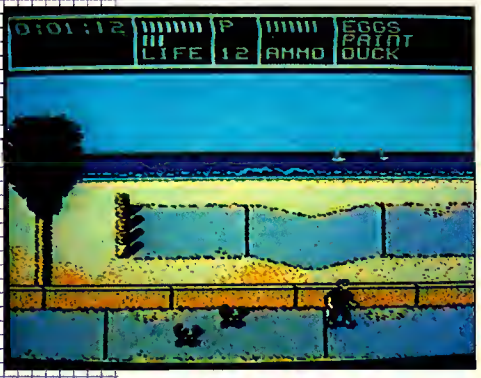
Whoa! Looks like you stepped onto the set of a beach movie. Ignore the muscle-bound guys who are strutting and posing, but watch out for the gulls.

Although it may go against your principles, shooting the other skateboarders will get you a ton of extra points.





Knocking down the other skaters doesn't count – if you want the points, you've got to shoot them.



Stomping the crabs also earns you extra points, but it can be tricky. If your timing isn't perfect, you're better off just avoiding them.

You've finally made your way to the plant, where the gruesome Icepick has taken your girlfriend, C.J.

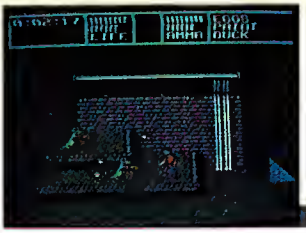




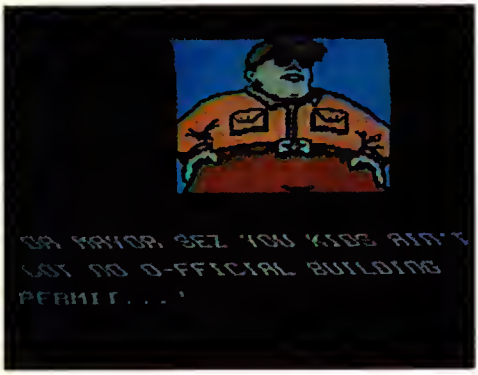
You can tell from the number of thugs you meet in each room how close you're getting to Icepick. The more guys you meet, the closer you are.

Use Lester'ssure-fire 180 kick-turn ta snag that tape.





Dan't try ta ga tae-ta-tae with the baxing Iguanas. Your best tactic is ta sit back and lab eggs or M-80s at them.





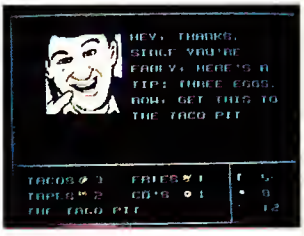
With the mayar and his wife applying pressure, the building department candemns yaur prized skateboard ramp. Before yau even have a chance ta pratest, the bulldazers are ralling. Naw that the ramp is just a sweet memary, yau'll have ta find the maney ta get a building permit far a new ramp.



Yau lond yaur first real jab as a delivery bay at the local mega-mall. Yau've gat only a few minutes far yaur deliveries, sa try ta avaid tangles with the shappers.

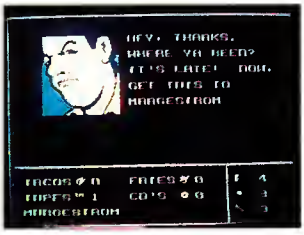


Watch aut far Officer Renckley. If he catches yau, caunt an being late far yaur next delivery. He'll either detain yau ar mave yau ta anather lacatian.



Early deliveries not anly put yau ahead af schedule, but alsa earn you banus items far mare baard upgrades.





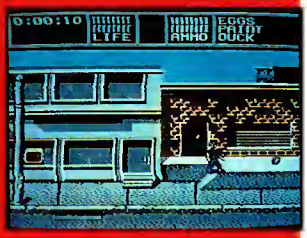
Uh-ah — a late delivery. Yau wan't lase any items for being late, but yau will lase time fram yaur tatal.

Check your menu often to keep track of what moves and boards you have available. Different situations may call for a change of equipment.



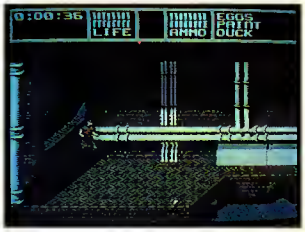


You'll know Rodney when you meet him on the street. He's the only one who's not trying to dump you.

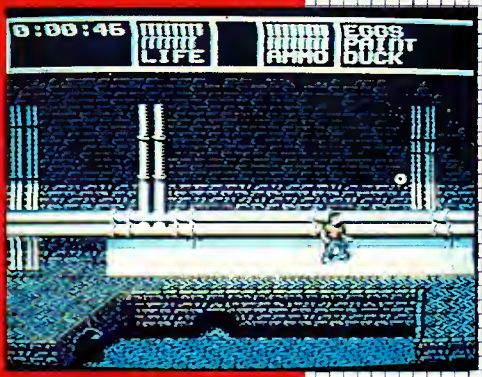


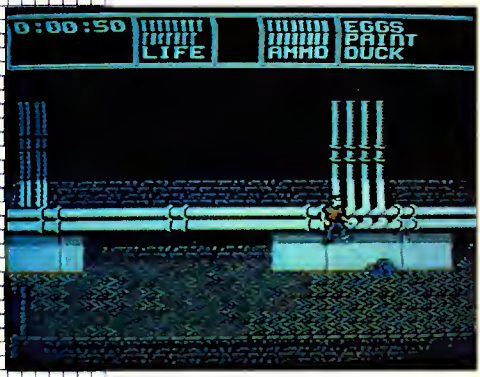


Watch for open doors — sometimes they're [illegible] bonus points and extra goodies. This one leads to an extra life, but be careful not to lose it with a sloppy jump.



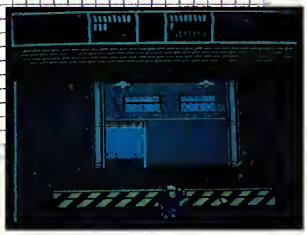
The sewer rats can be deadly, but they're pretty easy to dodge, and the items you can find down here make it worth the risk.





Often you'll find items that are just out of reach. If you've taken Lester's advice, you'll have a 180-degree kick-turn that'll get you high enough to grab just about anything.

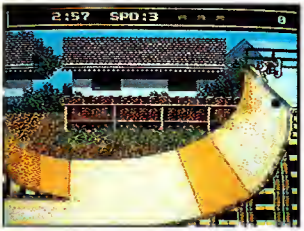




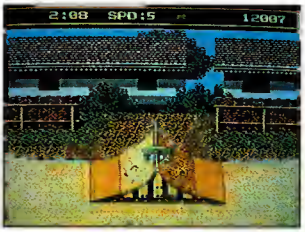
The mayor's wife can really hold a grudge. To get her out of your hair for good, you'll need a paint gun and some eggs.

Radney is a really gaad guy ta knaw. He'll nat anly sell yau new skate-boards, but he and his san Lester will alsa give yau tips an how to use them.





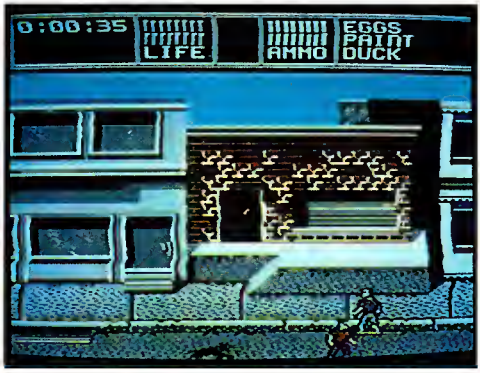




If you're just dying for action, you can skip the game's four stages and get right into the Double Trouble Half-Pipe. You'll have just three minutes to pull out all the tricks you've got in your hat (or helmet). When the girl appears in the window, keep ripping and you'll earn double points. Just watch out for the mini-ramp at the center—it can quickly put an end to your performance.

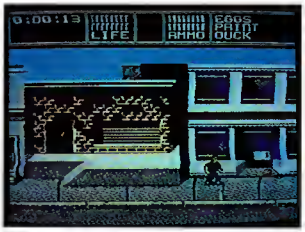


Collect the tacos, cassette tapes, and whatever else you find. You can trade them for a better board or a new rad move.



The dogs in this neighborhood seem to have a taste for skate dudes instead of mailmen. Use the ramps to make your getaway.

These fries are as greasy as if they'd been cooked in 30-weight motor oil, but you still need to collect them for future use.





Lester can be a big help. Scam any tricks you can from him, even if you have to give up a few tacos.

SKATE OR DIE 2



Gary Meredith

You don't ask much from life — some major munchies, a few excellent tunes for your boom box, and a rad board capable of some serious shredding.

Unfortunately, while you were pursuing happiness down a seemingly clear sidewalk one day, fate stepped in front of you. Fate, that is, in the form of the mayor's wife and her now late, lamented poodle. In less time than it takes to say "Tex-Mex Chili Fries," the city's first lady puts your beloved skateboard ramp at the top of her husband's demolition hit list.

Money is the only thing that can get you a new ramp now, but — as usual — money is the one thing you don't have. But since you're bright and resourceful (and desperate), you figure that you can earn plenty of loot from odd jobs and street competitions.

Rodney, owner of the local board shop, and his son, Lester, are around to help you from time to time with new boards and rad moves. Even with their help, though, the odds are stacked against you. Of course, with a final foe named Icepick, you probably weren't expecting the spring cotillion anyway.

With its interesting storyline and humorous graphics, *Skate or Die 2* is a much-improved and worthy successor to the original *Skate or Die*, which sold over a million copies. So don't sit around moaning about the loss of your ramp. It's a sunny day, the sidewalks are empty, the mall is beckoning, and there's just the slightest hint of chili in the morning breeze.

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



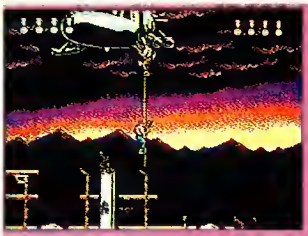
Sergeant Bill Ko and his comrade, Corporal Lance, thought the worst was behind them. Relaxing on a beach in Brazil, the two heroes of *Contra* told everyone who would listen about their victory over the alien menace, Red Falcon.

But Red Falcon wasn't beaten. He had only retreated, returning to the darkness of space to round up more allies. As our heroes rested, Red Falcon gathered his new army and began a new, secret attack on Earth.

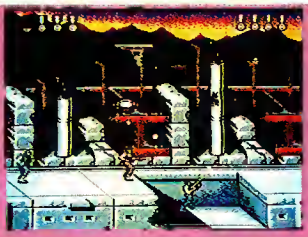
Using alien technology, Red Falcon's soldiers took over the bodies of the U.S. soldiers stationed at nearby Fort Fire Storm. With the fort as a base for his evil operations, Red Falcon is now ready to launch his all-out takeover of Earth.

As *Super C* begins, you must once again assume the role of Sergeant Ko or Corporal Lance (alias Scorpion and Mad Dog), or you and a friend can fight as a team in the two-player cooperative mode. Either way, get ready for one of the toughest battles of your life.

Konami, 900 Deerfield Parkway, Buffalo Grove, IL 60089.



As the helicopter drops you just outside the gates of Fort Fire Storm, keep two basic tactics in mind: Shoot, and don't stop shooting.



Watch for the power-up capsules that fly by. Shooting a capsule reveals one of seven different "hawks." Get it fast, because it'll quickly fall and disappear.



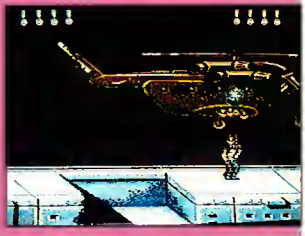
To clear out the alien-possessed soldiers on the buildings ahead, shoot forward and upward while running up this steep slope.



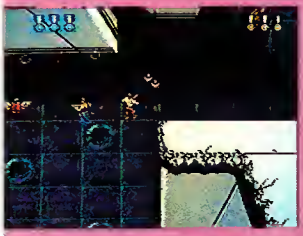
Sometimes hidden enemies toss grenades from the other side of a building. Watch for an opening, then dash ahead when you can.



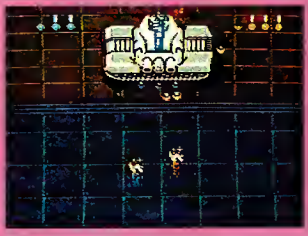
To hit the gunner hiding in the bunker, leap over his head and shoot downward.



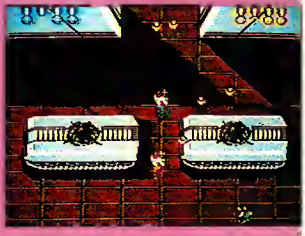
At the end of stage 1, you must fight it out with a helicopter gunship. When you blast all four of its guns, a glowing blue engine appears. Shoot it to finish off the chopper.



As you fight to destroy the fort's captured control center in stage 2, look for the pillbox sensors. Power-ups are hidden inside them.



If you position yourself a few squares away from this tank's triple guns, you can avoid its spray of bullets and safely return fire.



To take a break from the action, stand between these two tanks. Their bullets can't hit you here.



Across the bridge is a corridor leading to the level boss. Race past the guards in the corridor, saving your strength for the fight ahead.

Concentrate your fire on the three gunners sitting atop the boss tank. If you keep your distance, you can easily avoid the tank's attacks.





As you move through this deceptively tranquil jungle glade, you'll be attacked from every angle. The best weapon to have is the five-way spread gun.



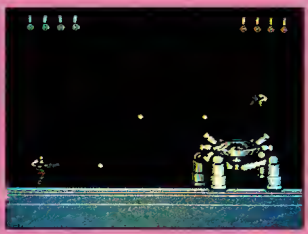
Enemies are everywhere! As Scorpion shields the body of his fallen comrade, enemy soldiers leap from the treetops above.



When you're moving through the lakes, you can avoid the enemy by ducking beneath the water. No harm can come to you while you're submerged.



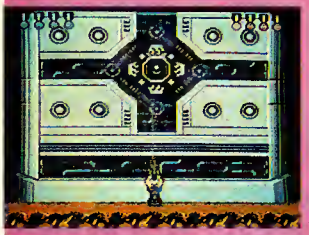
Like a mechanized spider, the fierce Baboiu Destructoid marches toward you. Stay away from its crushing feet, and try to avoid its attack by standing on top of the machine.



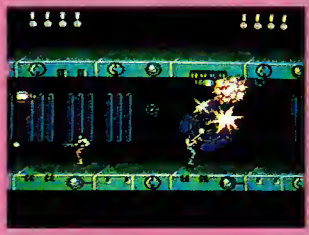
By leaping into the air, shooting down at the Destructoid, and landing back on top of it, you'll soon bring the boss machine to its many knees.



Proceed carefully across the earthquake-racked clearing. Be ready to jump as whole sections of earth drop away beneath your feet.



Although the boss of stage 3 looks imposing, all you have to do is blast the four guns circling its center — and avoid being killed in the process.



Rush beneath the opening in the ceiling before the blue balls of light start dropping. Blast away at the opening until the fireworks stop.

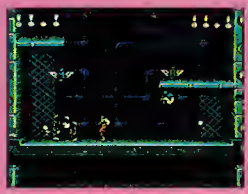


As you reach the long vertical shaft that leads up to the stage boss, duck and stay low to avoid the rows of exploding bricks that are falling.



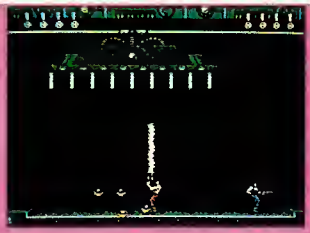
Shoot the disc-shaped cannons on the walls of the shaft as soon as you see them. The sooner you destroy the cannons, the fewer bullets you'll have to duck.

At certain points during your ascent, the floor rises and lets you stand still for awhile. Remember to watch for power-ups.

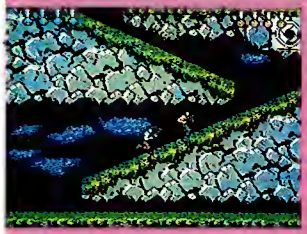




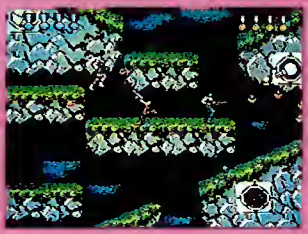
It's best to attack the laser from the side, firing diagonally. You don't have much time to dodge if it fires at you from above.



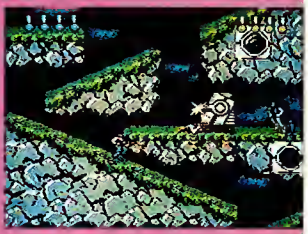
This super-laser cannon awaits you at the end of the stage, sliding back and forth. If you begin by attacking the laser barrels at the center of the machine, you can stand safely beneath it while firing at the remaining lasers.



Stage 5 is appropriately named Massacre Mountain. You'll do a lot of jumping in this stage, mostly to avoid being shot.



Blast the gun turrets mounted in the rocky walls. The turrets can swivel in a complete circle, and they'll give you real trouble if you don't destroy them quickly.



Many cannons are hidden in the ground, ready to pop up when you get near. Lie down, beneath their line of fire, and blast away.



You'll be glad to find all this flat ground once you reach the top of the mountain. Watch out for aliens attacking from the rear.



Be careful as you jump down to each new ledge. Some have doors leading to underground bunkers, and aliens will rush out to attack you.



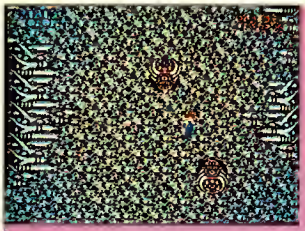
Jump over this pop-up cannon and shoot it from the rear. Its line of fire is too low to duck.



The Krypto-Crustocean, another-worldly terror, is the boss of Massacre Mountain. Concentrate your fire on its blinking red eye.

Your journey leads you to the underground entrance of Red Falcon's lair. Don't shoot the mouths that appear unless you have to — when hit, they split and multiply.





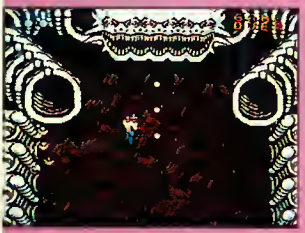
The whirling red creatures keep you pinned down, allowing the blue beasts to sneak in for the attack. Shoot the red ones and keep moving.



The walls of this passage are filled with fierce little aliens, but they're slow. Use a spread gun to quickly take care of them.



After blasting through this wall, get ready. Ahead of you is a truly frightening boss.



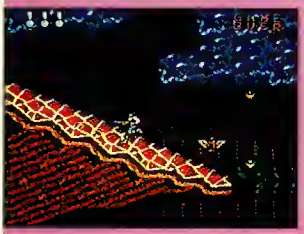
Stand fast and fire into this many-headed monster. But don't relax when you've destroyed it — there's plenty more to come.



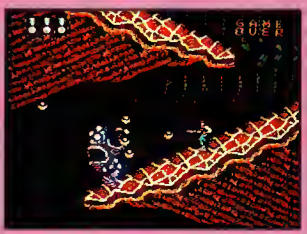
He's ugly, alright! But hold your ground, firing straight into his face from the center of the screen. Keep an eye on the snake that zips between the tubes at the sides of the screen.



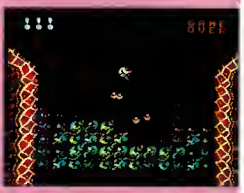
After defeating the monster, you'll have to shoot your way down through this tunnel of blue goo.

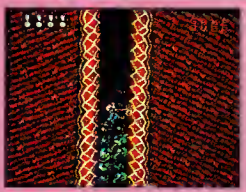


When you get through the tunnel, fight your way down the treacherous slopes.



These purple people-eaters walk slowly toward you while shooting. Their bullets have a short range, though, so just stand back and blast them.

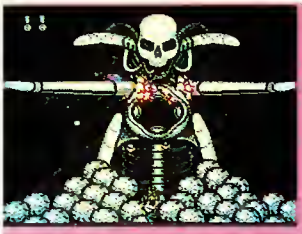




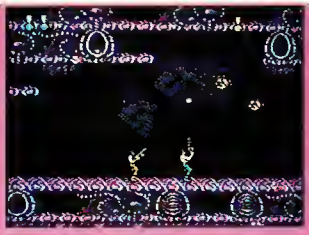
Next you have to shoot your way through a tunnel filled with strange alien cabbage.



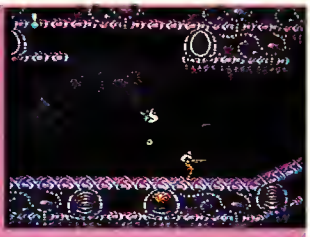
As you fall from the tunnel, blast the capsule on your right — it contains a spread gun.



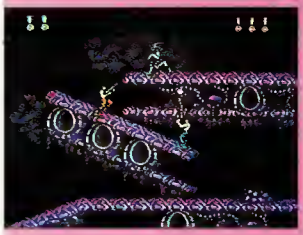
To destroy the Temple of Terror, dodge the spiked balls that tumble toword you while shooting at the opening.



You've reached Red Falcon's Poison Police at last! But watch out for the round pods in the ceiling — they drop spores you'll have to shoot.



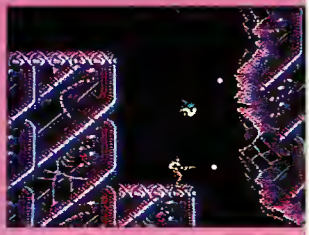
Pods line the floors, too. They continue their spore attack until destroyed.



Watch your back as you descend. Red Falcon's guards like to sneak up behind you.



At this point, whirling lights appear at the top of the screen and the ceiling comes crashing down. Destroy the lights before the ceiling falls, or you'll be trapped in the narrow tunnel.



Keep going just a little further, down this steep cliff. Red Falcon should have known he couldn't stand up to Mad Dog and Scorpion.



The final boss shoots balls of flame from its blinking eyes. Dodge the attack, watching the pattern carefully.



When the flames temporarily leave the screen, leap up onto the creature's jointed hands and blast its hideous face.



Finally the alien menace is defeated! As you fly off into the sunset, the world once again thanks you for destroying Red Falcon's legions.



GP

SUPER MARIO 3:™

THOSE MARIO BOYS KEEP GETTING BETTER



On the costume rack — the frog suit lets Maria swim easier and faster. With his Tanooki suit ar raccoan disguise, Mario can fly and can whack his enemies with his tail. The Tanooki suit also allaws Mario to turn inta a statue. He can't be harmed by enemies, but he can't injure them either.

It's no wonder the *Super Mario Bros.* games are the most popular Nintendo cartridges. The designers of this series *always* manage to top themselves. If you thought *Super Mario 2* couldn't be beaten — with its role-playing elements and sub-worlds — you're in for a surprise. *Super Mario 3* is bigger and better than ever.

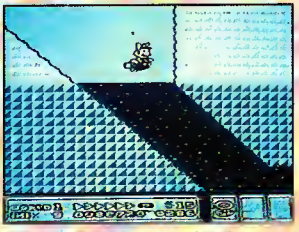
With three megabits of memory, the game is *vast*. There are eight worlds, each with more action scenes than in any previous game. And in this adventure, Mario can fly as well as swim, jump, or throw fireballs (as Fiery Mario).

Bowser, Mario's nemesis from the original *Super Mario Bros.*, is back — and this time his family is behind him. They've stolen the magic wands from seven kings in Mushroom World and have turned the kings into different animals. Each of Bowser's kids has a wand and is hiding in one of the worlds. Bowser himself waits for you to reach him in World 8.

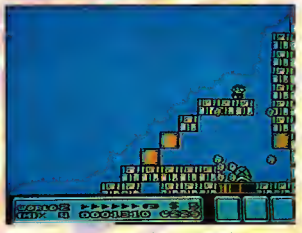
Princess Toadstool and Toad are waiting for you to help them. Complete the worlds, return the wands to their kings and the kings to their true selves. It's a lot to ask of a janitor still worn out from his other adventures, but restoring peace to Mushroom World rests on your shoulders.



In the two-player game, Maria and Luigi take turns clearing the action scene panels. Yau can play together ar turn brather against brother. In the "Maria Bras." game, the twa af you try ta clear an area fram enemies ar collect cains.

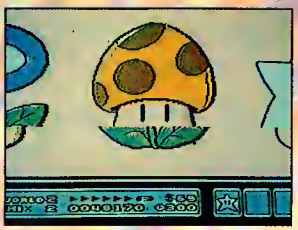


The biggest difference in this game fram the previaus Mario adventures is that Maria can fly when he's a raccaan or when he's in a Tanooki suit. Yau can use his pawers ta skip a difficult fighting area by flying aver it.



Unless he's Fiery Maria, Mario never has a weapon. Sa yau have ta be inventive. A cleverly thrawn Koopa shell will ricachet back and farth in thase hard-to-reach places and destray the blacks that Mario can't.

Tricks and Features



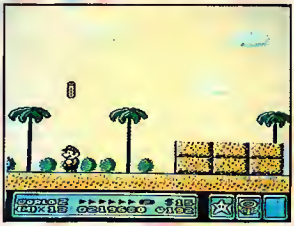
When you enter a spade panel on the map, you get to play a kind of slot machine for extra lives. If you can complete a picture from its three rotating sections, you'll win. For a mushroom, you earn two lives; for a flower, three; and for a star, five.



Enter an N-mark spade panel and you'll play a memory-match game. Turn over two cards and, if they match, you earn the item pictured. After two misses, the game ends. Keep notes — the same card layouts will each appear more than once.



Toad's home is indicated on the maps by a mushroom house. When you enter, Toad will offer three treasure chests. You get to open one and keep what you find. You can pick up many useful items here, from super leaves to frog suits.

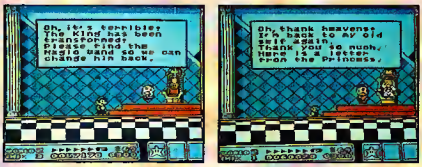




There are three whistles hidden in the game. They are *very* important. When you blow a whistle, a cyclone will carry you to World 9, the warp zone. With the whistle in World 1, you can warp to Worlds 2, 3, or 4. With the whistle in World 2, you can go to Worlds 5, 6, or 7. And with the whistle in World 3, you can warp all the way to World 8.



Some hidden blocks hold a switch block, identifiable by the "P" that pops out. When you find it, grab any nearby coins before you pick it up. The switch block will change all blocks into coins and all coins into blocks. It doesn't last long, so collect all the coins you can as fast as possible.



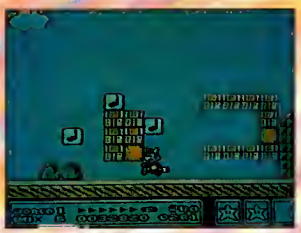


Here's the whole purpose behind your trip to the Mushroom World. The Bowser kids have stolen the kings' magic wands and have turned the rulers into animals. Return the wands and the kings will be restored. And you'll also get a personal note from Princess Toadstool.



Grass Land

You'll find a goal area at the end of each action scene. There's a block with three kinds of cards — mushroom, flower, and star — flashing inside. If you can match three cards from three different action scenes, you'll earn extra lives. Match three stars, for example, and you'll win five lives. You can almost always win the star card if you try this: When you see the goal area ahead (look for the black zigzag running down the screen), run fast until you hit the "P" on your power meter. If you hit the block when the "P" is flashing on your meter, you'll usually get the star card.





When you reach these two music note jump boxes, hop here to uncover an invisible jump box. If you jump high enough, you'll go up into the clouds, where there's a big payoff waiting.



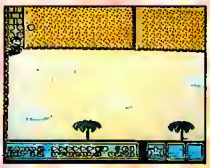
You can enter the first warp zone just beyond these blocks in 1-3. Drop through the white block, then go behind the bush to your right and run *behind* the goal. You'll enter a scene where you can earn the whistle. Blow the whistle while on the map screen, and you'll be carried to the warp zone.



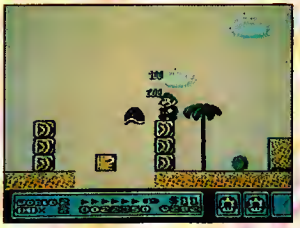
The Boomerang Brothers are related to the Hammer Brothers. Bop them on the head to get rid of them, but don't forget about their weapons — those boomerangs will always come sailing back from where they were thrown.



Desert Land



Look around when you first enter action scenes. There might be shortcuts. If you fly straight up in this scene, for example, you can break through a column of blocks and enter a new area.



It never hurts to carry around a Koopa shell. The only way you're going to find out what's hidden in that question block is to hit it from above with a shell, then try to catch the prize when it rises.



Yow! Here's a quandary. You have to keep jumping to escape from the quicksand, but the sun is chasing you, and it's getting low in the sky. Don't panic — the end of the scene isn't far away.



Those rotten kids! But with a role model like Bowser, what did you expect? Luckily, the Bowser kids are easy to defeat. Just bounce on their heads three times, and their mini-brains will be too scrambled to prevent you from getting the kings' wands.

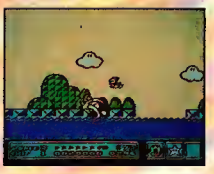
World 3
Water Land

When you enter the mini-fortress in Water Land, you'll encounter a row of doors. The last door leads to a coin room — jump up near the door to uncover an invisible block. The sixth door from the entrance of the fortress leads to Boom Boom.

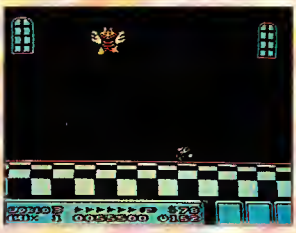
It helps ta have a frag suit far the under-sea scenes, but Maria can swim withaut flippers — it just takes a little mare effart. Watch aut far thase blabbers. They quadruple withaut warning. And that lava latus an the sea flaar spews fireballs.



The water level af this actian scene rises and falls withaut warning. Sa watch aut far these fish. They're extremely hungry, and Super Maria makes quite a tasty Italian meatball. Maybe yau shauld head far higher graund.





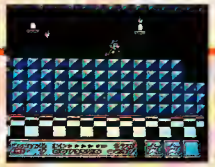


The guard af the mini-fartresses, Baam Baam, is nat taa taugh ta beat. Baunce an his head three times and the lacked daar will be apen. Time yaur maves sa that yau dan't land an his spines. If yau jump up in the air when he's shawing his spines, yau'll land an him when he's standing. Beat him quickly — if he starts flying, it will take quite awhile befare he returns ta the graund.

World 4
Giant Land



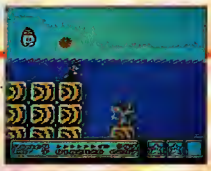
You're nat seeing dauble—yau're seeing things abaut five times larger than narmal. Maria has ta face same really *big* enemies in Warld 4, but same af them are easier ta defeat when large than when narmal-sized. Maria can share pipes with the pirana plants, far example.



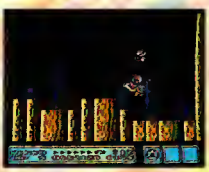
Ignare the candles an the wall af the mini-fartress. If yau shaat at ane, the flame will hap dawn and fallaw yau. And every candle yau reach afterward will da the same.



The ship in Warld 4 isn't as full af cannans as the ather warlds' ships. But there are still plenty af tricks. Step an this platfarm, far example, and it starts spinning. Yau have ta keep happing if yau want ta reach the ather side safely.



A frag suit wauld help yau mare here than a raccaan disguise. Be careful when yau're near the surface. That critter hiding in a claud will keep thrawing fireballs at yau even when yau're underwater.



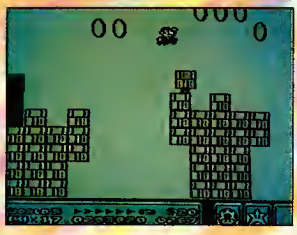
Far the mast part, the Bawser kids will always appear in the same place within their raams. Sa yau can get the jump — literally — an them if yau pasitian yaurself nearby.

World 5
Sky Land

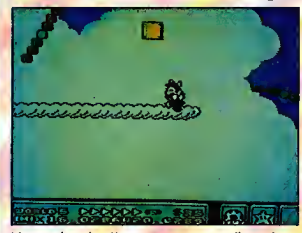
Here's a trick you may have to try several times before you get it right. If you can match your dollars with the world you're in when you reach the goal, then get the tens column in your score to match as well, you can make the good pirate ship appear — the ship with coins and no enemies. For example, in World 5 you'd need $55 and a score than ends in -50 when you reach the goal. Be careful though — sometimes killing a creature waiting in the goal area will push your score and cash over the desired amount.



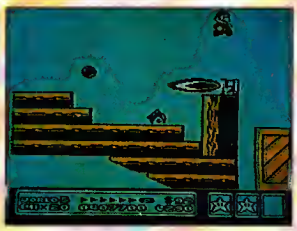
The pesky Hammer Brothers will throw a barrage of hammers at you. Bounce on the brother on the ground first, then bop the other brother from his perch by hitting the block on which he is sitting.



All blocks are not what they appear to be. Some of them will hop on you instead of the other way around. Beat this block to the punch by bouncing on it first.



If you're in the raccoon disguise, you can avoid risking your health on the rotary lifts by flying along the top of the screen.



The flame cannons on this ship look menacing, but they're actually easier to avoid than the bullets and missiles fired by other cannons.

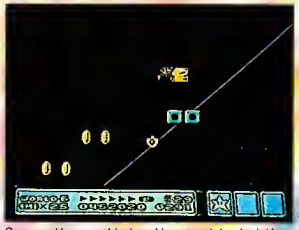
World 6
Ice Land



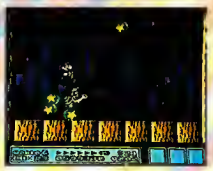
You have to time your jumps from the roll lifts carefully. One wrong move and you'll crash into the side of this wall instead of landing on top of it.



Here's another spot when you should hang on to a turtle shell. The only way out of this area is to don your raccoon disguise, grab a turtle shell, and fly upward. Use the shell to break through the wall blocking your pipe exit. And watch out for the walking piranas. They won't make a move until Mario gets close. Then they'll leap up for a nibble.



Sometimes it's better just to let the question blocks go by without punching them. Trying to hit the block from this moving roll platform is really risking Mario's health.



You have to watch out for Lemmy Koopa's balls as well as the bubbles he shoots from his wand. But there's only one of Bowser's kids to deal with after you've finished with Lemmy.



Pipe Land



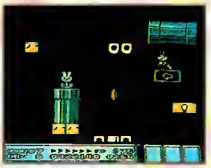
Looks like Mario's stuck in another undersea world without a frog suit, doesn't it? But actually, being regular Mario is better than being large here. The Jelectros can't be killed, but one touch from them is shocking to your system.



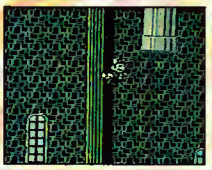
If you're puny when you reach the mini-fortress, keep entering this room. That block above Mario's head contains a one-up power, so it's easy to become Fiery Mario by visiting the room twice.



The worst thing about Pipe Land is that most of the pipes are inhabited, not by warp entrances or bonus rooms, but by flora — Venus fire traps, piranhas, and munchers. Timing is everything, so watch your step.



The directional platforms are among the easiest methods of locomotion in Mushroom World. You can change their direction by pushing the directional pad up, down, left, or right while you're jumping.



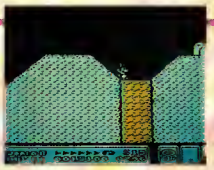
Don't get caught in the mini-fortress without a super leaf or Tanooki suit. You'll have to be able to fly if you hope to find the exit.



The Final Battle



If your supply of extra lives is diminishing too fast, stop here. You can hit this question block three times, and each time will win an extra life for you.



Don't worry if you get stuck in this quicksand. For once, you *want* to get caught in its flow. There's an oreo waiting for you underneath the sand.



World 8 starts tough and stays tough. These tanks look a little out of place in Mushroom World, but that's what happens when the likes of Bowser take over. Jump from one tank to another carefully, watching out for stray missiles.





Now that you've finally met Bowser, you really don't have to demean yourself by fighting him. Guys like this King Koopa will dig a hole for themselves if you let them. And that's precisely what you should let him do. Every time he jumps toward you, he knocks a few blocks loose from the floor. Stay out of his way long enough, and he'll end up in the basement.

ADVENTURES IN THE MAGIC KINGDOM

The keys to the Enchanted Castle have disappeared and Mickey Mouse needs help finding them. As Mickey's helper, it's your job to search the Magic Kingdom for the six silver keys that will unlock the castle gate.

There are six different games within Capcom's *Adventures in the Magic Kingdom* — five games that center around rides in the park and one round of trivia questions. Complete a game, and you're awarded a silver key. When you collect all six keys, hurry to the castle because Mickey's waiting to start the parade.

As you walk through the Magic Kingdom, you'll meet Mickey's friends. Each of the characters asks a trivia question about Disney characters or events. If you give the correct answer, they'll tell you where to find the person with the next question. A final silver key is given after you've correctly answered the final question.

No matter where you are in the park, you can use the Select button to call up an option screen that shows how many lives you have left, the time remaining (if you're in an attraction), and how many keys and stars you've collected. You can trade stars for options that make you invincible, give you an extra life, or freeze your enemies in their tracks.

Collecting a key by answering the trivia questions is one thing, but finding the other five keys involves a little more action and adventure.

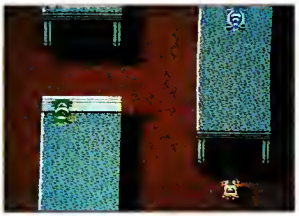
Pegleg Pete challenges you to a



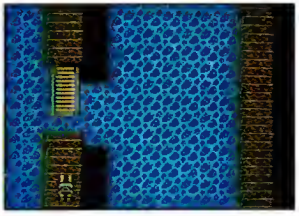
Some of the jumps in Autopia are meant to steer you close to stars, but some help you around curves and over obstacles. Be careful when you jump — if you land on top of another car, your game is over.

HINT

Pirates of the Caribbean is the most difficult game in *Adventures in the Magic Kingdom*. You'll probably need at least 50 stars — enough for five or six extra lives, as well as a couple of invincibility options — to get through the game. (The most you can collect at one time is 99.) The easiest way to collect enough stars is to run through Autopia a few times, but you can get stars in all the attractions except Space Mountain.



At one point in the road race, you find unconnected pieces of track. You can make it across by jumping from one piece of track to the next.



If you see a bridge being built, press the B button to slow your car to a crawl. When the bridge is finished, you can drive to the other side.



Use the B button to slow the train down on Big Thunder Mountain, but if you ride the brake all the way through the mine, you'll run out of time before you reach the goal station and the key.



Stars are worth five points in the mine, too, but they're not easy to find on the crisscrossing tracks. If you're just out to collect stars, stick to the racetrack in Autopia.

The Master Spectre is one ghost you don't want in your way. You'll get a first glimpse of your nemesis in the graveyard outside the haunted mansion.



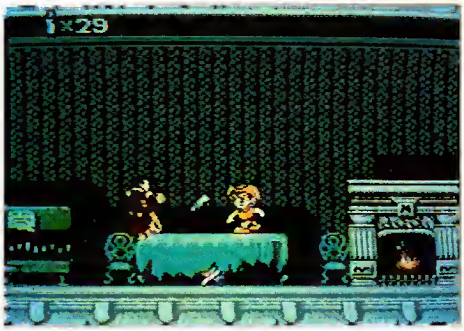
car race in "Autopia." Get as many stars as you can in this attraction because each star you collect here is worth five points, and it's easy to scoop them up. Watch out for marker cones and the sides of the sometimes narrow track — if you hit them, you'll fall behind and might not beat Pete to the finish line and win the key.

In "Big Thunder Mountain," you steer a runaway train through a mine shaft full of falling boulders, crossing gates, and dead-end tracks. Use the B button to slow down, but don't ride the brake all the way through the mine or you'll run out of time.

You enter "The Haunted House" with a limited supply of candles (the



There are some goblins you won't be able to jump over — like the hands in the first coffin you'll come across. It will take three candles to knock the first hand out of your way.



The dancing ghosts have a tendency to twirl around you while you try to collect stars in the music room. Your best bet is to get rid of the ghosts.



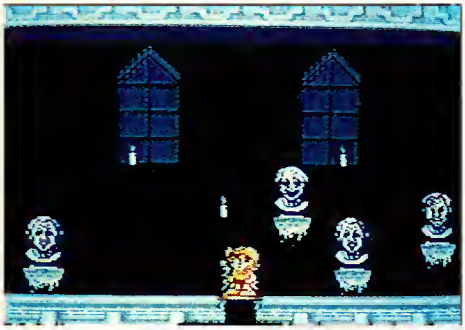
Don't go out of your way to collect candles in the floating-chair room — you'll have other chances to add to your arsenal. If you miss a chair and fall through space, your game is over.

Watch out for books that fly off the shelves in the library. Hit them with your candles before they knock you off your chair.

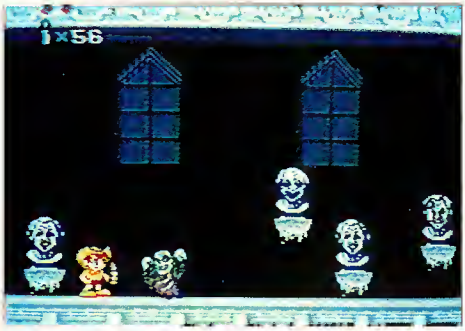


ghosts hate light). Collect as many candles as you can inside the mansion. The light provided by the candles is your best defense against the ghouls, ghosts, and zombies blocking your path, but if it's possible, jump over them and save your candles. You need lots of firepower to defeat the Master Spectre and win the key.

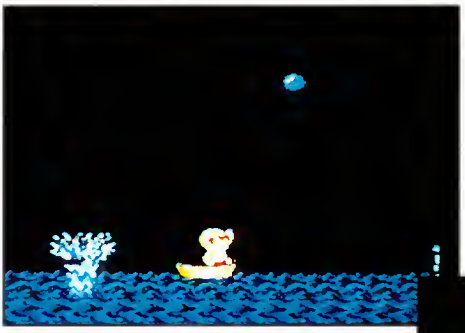
The "Pirates of the Caribbean" have kidnapped six villagers, and a silver key is offered for their safe return. When you reach their island stronghold, avoid the pirates until you find the special candle. Once you find it, toss the candle at the pirates or use it to light the cannons.



Once you get to the room with the talking heads, there's no way out except to win the game. Collect as many candles as you can before the Master Spectre shuts you in and pops in.



The Master Spectre isn't afraid of just one candle. You'll need enough stars to trade for invincibility and *lots* of firepower to defeat him and win the key.



The pirates will bombard you with cannonballs as you head for their island stronghold. If you jump out of the boat, be sure to jump straight up because the boat won't follow you if you move forward or backward.

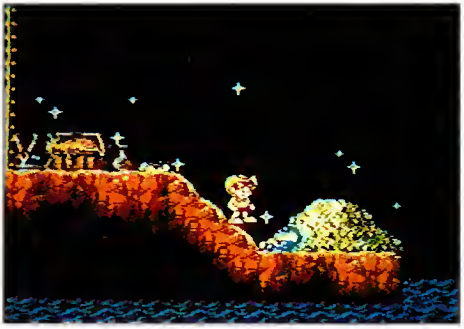
Once the fireballs rise all the way to the top of the fire pit, they won't float up again. The first jump is a long one, so be careful not to misjudge it or you'll end up in the pit.



Without it, all you can do is jump over the pirates and duck under the missiles they throw. Once you rescue all six villagers, find the candle, and light the signal fire, the key is yours.

Board "Space Mountain" to captain a starship careening toward Star F (and a hidden key). The screen shows the command console and the expanse of space through which you're flying. Watch for six signals that flash on the console, telling you which way to steer your ship safely to Star F.

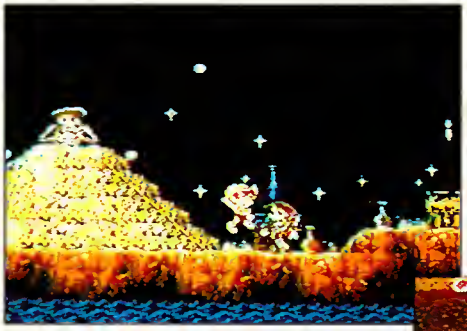
Now that you've collected all six keys, head for the Enchanted Castle. Mickey and his friends will thank you.



Watch out for the scorpion. His sting can spell curtains for your game.

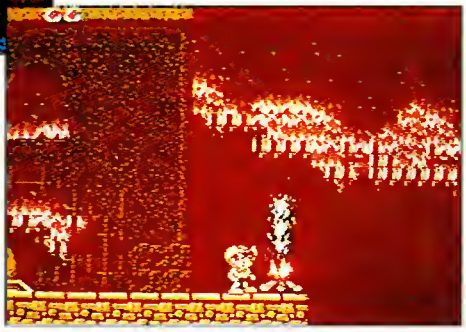


The pirates chase you when you run, but stop pursuing you if you're jumping. Use the ladders to your advantage. The pirates won't climb them.



The special candle is well-guarded by the pirates. You'll find it in an underground cavern, protected by a small army of skeletons.

Make sure you've rescued all six villagers before you light the signal fire.



HINT

The best way to get through Pirates of the Caribbean is to rescue all six villagers and *then* get the candle you'll need to light the signal fire. The candle is well-hidden in the same underground cavern as the scorpion. When you get past the scorpion, jump to the second island that has a skeleton and you'll find the key at the far right of your screen.

Capcom

3303 Scott Boulevard; Santa Clara, CA 95054.



When a meteor appears, you'll see a picture on the console. If the picture is on the left side, press the B button to destroy the meteor. If it's on the right, press A.



When an arrow points up, down, left, or right, press those directions on the control panel to keep the spaceship from hitting the walls of Space Mountain.

ASTYANAX



In the marshlands, you're attacked by swamp lizards. Use your battle ax against them.

THE GAME

You keep falling asleep in algebra class. You're so tired, you can't even hear people laugh at your funny name. You're Astyanax, an outwardly normal 16-year-old high school student who's not been getting much sleep lately.

It's those dreams. Every night they're the same. The most beautiful girl you've ever seen is calling out to you from a strange place. She's trapped in some kind of bubble and there's this evil menacing creature close by. Then one day as you're walking home, still pondering the dream's hidden meanings, you undergo a transformation.

You awaken on the planet Remlia, where you learn that the Remlians have chosen you to rescue the ravishing princess Rosebud, who has been em-bubbled by Blackhorn. This evil wizard seeks to drain her magical powers and add them to his own. The princess, of course, turns out to be the girl of your dreams.

Fortunately, you have three defense weapons, each of which enhances the power of your magical spells. These spells can inflict varying amounts of damage. The least taxing spell, "blind," freezes your enemies for a short time, while "bolt," the most powerful, causes serious injury to all enemies on the screen — but it also consumes the most energy. There is even a teleportation spell.

Smash stone idols to earn bonuses such as extra energy or increased weapon ability. And when Cutie, Rosebud's close friend, appears, she can help you change weapons or increase your spells' effectiveness.

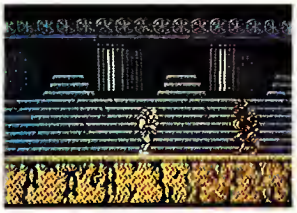
Jaleco



An interesting relationship develops between Astyanax and Cutie as the game goes on.



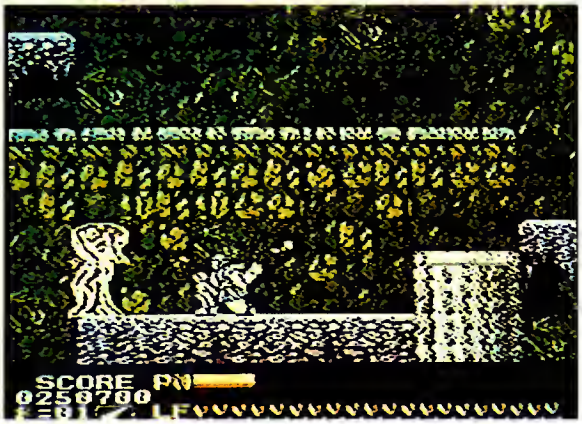
Before you can advance past this ledge, you must clear it of the deadly plant monsters.



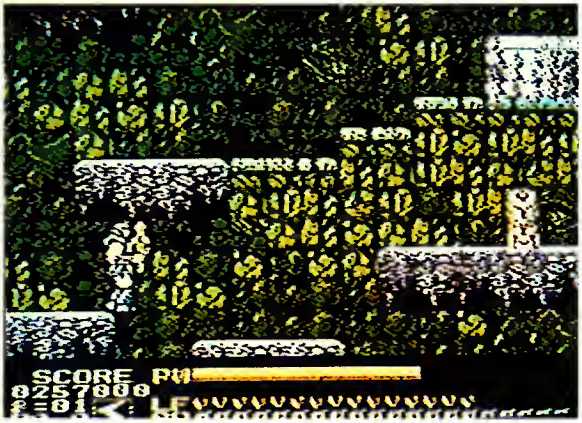
When this boss attacks, stand back and fry him with your lightning spell.

You'll need your teleportation spell when you negotiate the maze in Castle Terenea. To teleport through a door you'll find there, press the up arrow and be sure to *hold it down* for three full seconds.

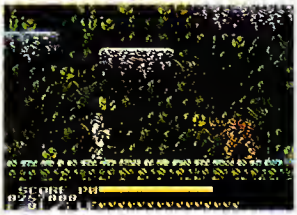
You'll encounter slime creatures as you're climbing your way up the side of a cliff. These should be attacked from underneath. A regular controller is usually powerful enough to defeat most of the monsters in *Astyanax*. You won't want to use rapid fire because, if you do, your strength meter won't have enough time to replenish itself.



The one place in this game where you may want to use the rapid fire option on your joystick (if it has one) is against these slime creatures. You should also crouch to attack them.



You must run and jump from the very edge in order to get the stone idol.



To fight this rockman, you should use lightning or crouch and smash his knees repeatedly — but be careful when you crouch.



This boss is a three-stage target. Aim for his face until his helmet comes off, and when he turns into a bee, use your magic to stop time.

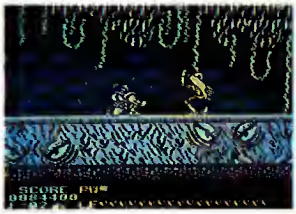
When the lion and the eagle are apart, they're not hard to fight. But when they merge into one foe, they become much more dangerous. Use the freeze-time spell or lightning to deal with them.



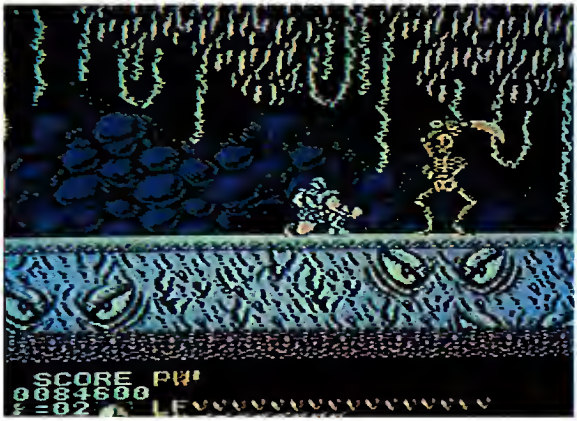
From time to time, Blackhorn himself makes a sinister appearance.



Rosebud will put in her two cents' worth, too.

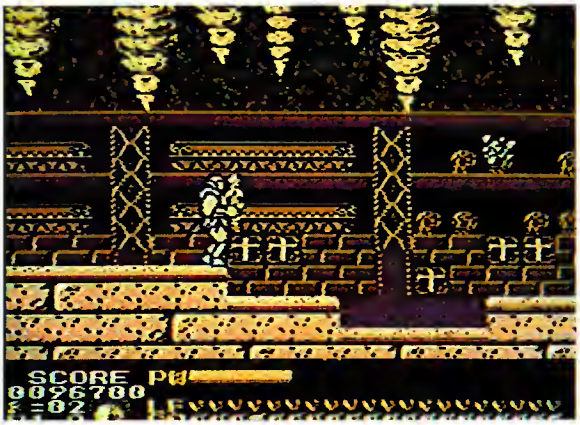


Sit in one place and keep attacking the skeleton — make him come to you.



This golden skeleton blocks your shots with his sword.

The weapon you hold affects how much magic you can use. So if magic is needed, the most powerful weapon sometimes isn't the best one.



The graveyard level offers no new enemies. Most players won't find it especially difficult.



The boss of level 4-2 warps around the room and throws freezing spells at you.

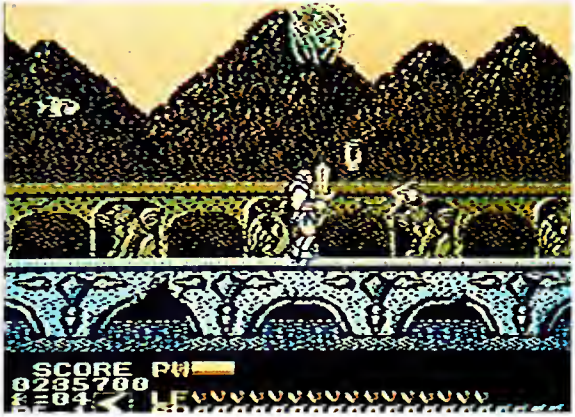


The tree-monster boss's weak spot is in his mid-section.

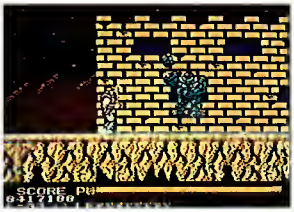


You'll definitely know when you've arrived at Terenea Castle!

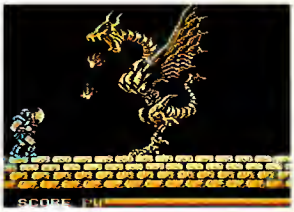
The ultimate boss is a huge dragon. You can defeat him the same way you defeated Thorndog. Use the magic lightning when the dragon changes colors.



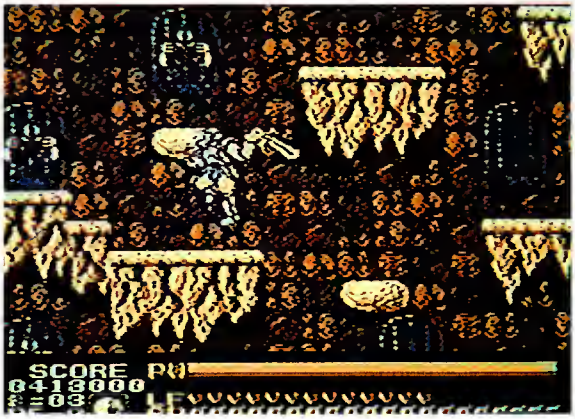
Level 5-1 is hard, but it contains no new foes — just a lot of flying ones.



At the top of the mountain is a blue rock monster — fight him the same way you fought all the earlier rock monsters.



Here's your final opponent. Do you have the strength and courage you'll need to defeat him?



On level 5-2, just keep climbing the cliffs — don't bother going left or right.

BATMAN



Batman moves through the night on his way to the Joker's hideout. Watch out for Joker's goons, like this one wielding a flamethrower.

THE GAME

The skyscrapers of Gotham City hide people cowering in fear. The Joker is on the loose. And deep within his hideout in the old Axis Chemical plant, he has created a nerve gas that distorts its victims' faces, freezing their features into a deathmask parodying the Joker's own hideous grin.

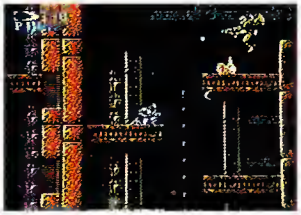
Batman is adapted from last summer's runaway movie hit. As the Caped Crusader, you must stop the Joker before he carries out his terrible plan. You pursue him throughout the city, battling the deadly traps and henchmen he has sent to stop you. Armed with your Batweapons, you must find the Joker and beat him.

The game consists of five stages, and each stage has from one to four levels before you confront a boss enemy. So you'll be fighting through the streets and skyscrapers of Gotham City; inside and below the Axis Chemical Factory; through the ruins of a contaminated laboratory; and inside a cathedral until you reach the bell tower where the Joker is waiting for you.

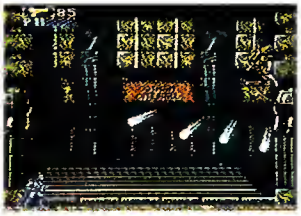
You can always punch your enemies, but you can also earn three optional weapons — a gun with limited bullets, the Batarang (which, like a boomerang, comes back when you throw it), and a dirk, a flying fireball which splits in three when thrown. And though you never get to drive or fly the Batmobile or Batwing, scenes between the game stages show the vehicles in action.

Sunsoft

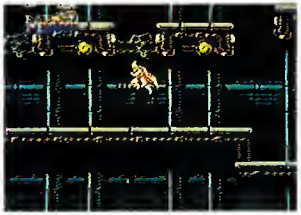
In the beginning of *Batman*, your only weapons are your fists. But as you defeat bad guys, you'll find additional weapons, such as a gun, a Batarang, and a dirk, with which you can shoot in three directions. The Joker's army includes many masters of ninjitsu, so you must stay clear of their swords and shuriken.



Many of your foes shoot as you approach. Timing is vital in this game, and you must know when to duck and when to attack.

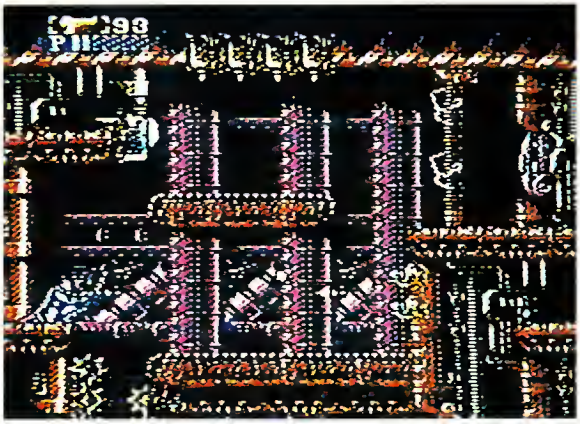


This boss of stage 1, a mutant moth, flies out of the darkness and attacks you with volleys of fireballs. You'll have a chance to fight back when he swoops down for the kill.

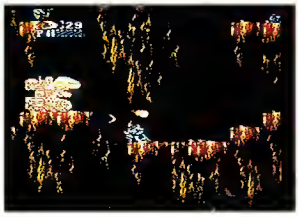


Careless workmen have left exposed wires everywhere, and electricity sparks and crackles at every turn. Despite his teflon body armor, Batman is zapped.

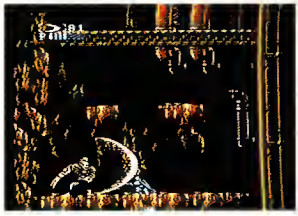
You can defeat the K.G. Beast you meet in level 1 by attacking him before he has a chance to swing his sword. It's not *always* bad sportsmanship to hit somebody when his back is turned.



The mechanical boss of the second level is made of three separate weapons. You must destroy all three to defeat it.



Robotic guards are positioned throughout the underground caverns. You need plenty of weapons to get past them.



The cybernoid tries to destroy you with his electric arm. Stay below his swing and fire away.

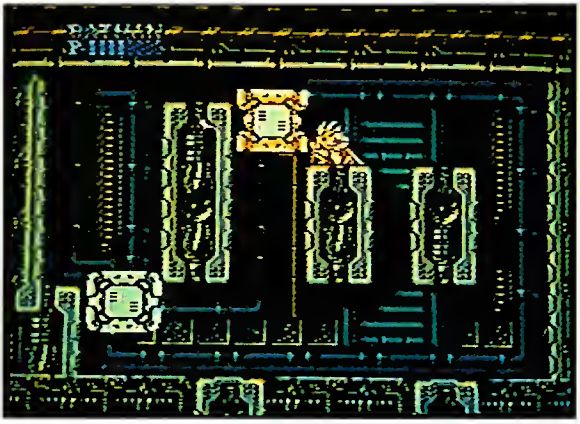


Here's the boss of stage 3, a cybernoid. He's one of the toughest enemies you'll meet in the game.

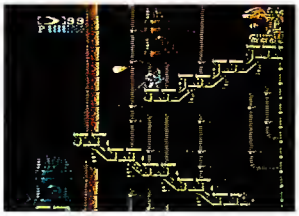
Many stages in the game require precise jumping. Learn to spot the easiest places to climb. Try falling a bit before jumping. When you've got a choice between fighting or climbing to escape, your best tactic is often to escape instead of wasting time and strength trying to battle the Joker's many lackeys.



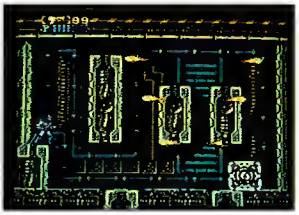
The Joker's "artwork" — the twisted grins of his victims — leaves you shaking with rage and set on stopping him.



To defeat these two boss boxes, first climb up here and kneel. Then punch the box each time it comes around.

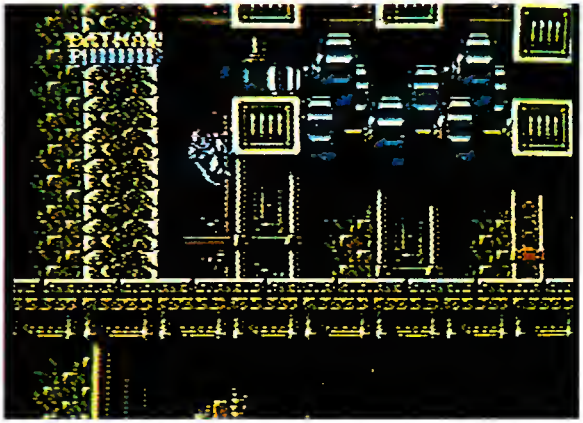


As you try to climb these stairs, you're fired on from above. Take a step at a time, stopping to fire and duck.

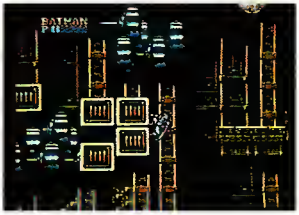


Once the first box is destroyed, move to the lower left-hand corner and use Batarangs to defeat the second.

You can sometimes avoid facing the small tanks in stage 3 by approaching them, running away from them, and then slowly approaching them again. Some of the tanks won't be there when you return.



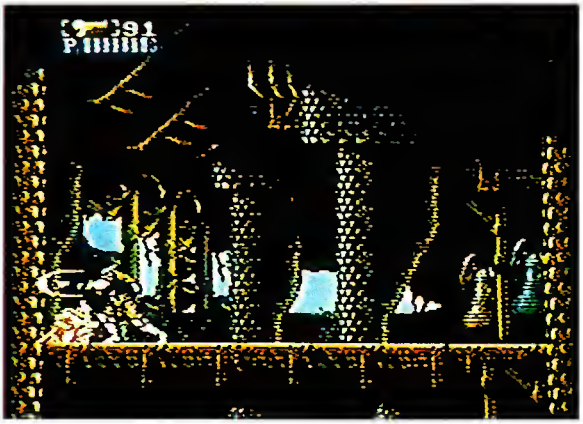
Once again, Batman's agility and acrobatic prowess are needed as he attempts to climb the cathedral's bell tower.



Be careful of the huge gears as you jump up to the tower.



Just before he throws his fireball, the boss pauses. Now is your chance to attack.

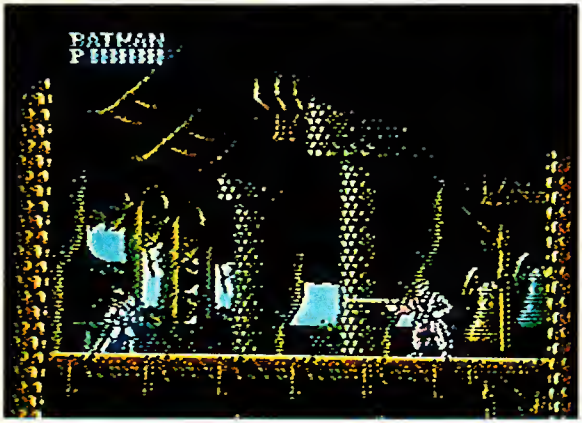


This evil boss is waiting at the top of the tower. He's the last — and most powerful — of the Joker's guards.

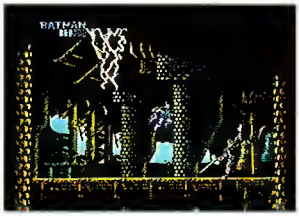
Use different levels to your advantage, crouching below the bullets of the enemy and standing to shoot back. Devices throughout the factory release flying drones to hunt Batman down, but you can destroy them by standing right next to the drones as they fall and then punching. This is a good way to stock up on weapons and strength.



Always quick with a phrase, the Joker reappears. He seems confident — and you're about to find out why.



Use the wall to avoid the devastating power of the Joker's big pistol. Don't forget about your jumping skills.



The Joker can summon lightning, a powerful attack. Watch for a pattern to learn when he's most vulnerable.



Batman remembers the Joker as the man who gunned down his parents. Is this the last we'll see of the Crown Prince of Crime?

BATTLE OF OLYMPUS



Get the Shield of Athena before you try to tackle Lamina, the vampire woman.

THE GAME

Orpheus' love for Helene has drawn him into an adventure beyond any he could have imagined. Hades, the god of the underworld, has stolen Helene's soul and has made her his queen. Orpheus' only hope of saving her is to find three nymphs who are safely hiding three fragments of love.

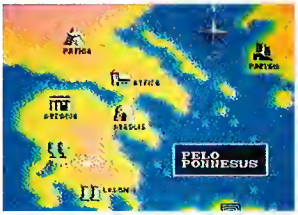
As Orpheus, you must travel through eight ancient lands, visiting each several times, to discover Tartarus, the netherworld where Helene has been taken. A host of vicious creatures, all of mythological origin, serve Hades by trying to prevent your success.

Fortunately, there are as many benevolent gods in the ancient world of Olympus as there are hostile ones. In each of the lands, you meet wise gods who are willing to give you helpful items and advice. They also provide passwords so you can resume the quest without losing any progress.

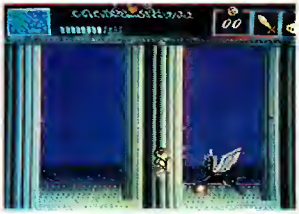
Your journey takes you across oceans, through dense forests, and into castle ruins. Every step of the way you must be quick with a sword or one of the other items you have earned. *Battle of Olympus* is as complex a role-playing game as *Zelda II*, but adds so much mythological detail that playing it is an educational experience — as well as being a lot of fun.

Broderbund

If you lose a life, you have a choice of continuing or retrying the game. The continue option takes you back to the starting point of the area in which you died. It also reduces your olive supply by half. If you choose the retry option, you'll return to the last temple in which you received a password. If you have found a new weapon and don't have a new password, your weapon will be lost when you start the game over, so think carefully before selecting retry.



A map of Olympus marks your location. Remember that you must visit each of the eight lands several times before your quest will be complete.

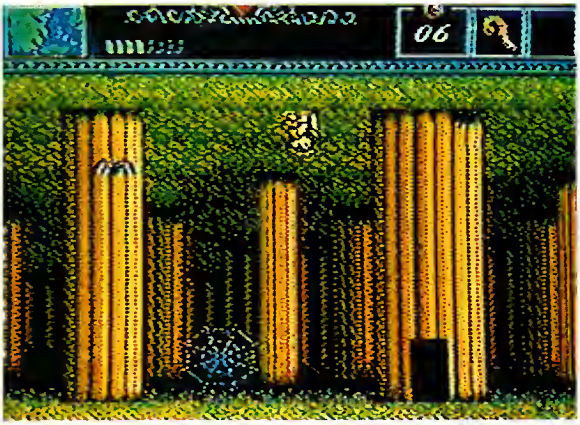


This flying horse may look adorable, but looks can be deceiving. Approach this and other strange creatures with caution.

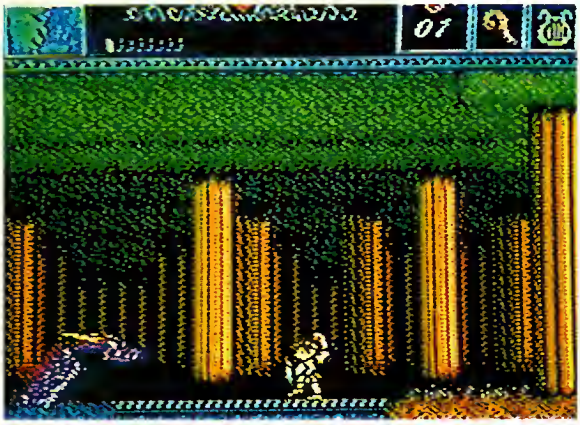


Moving back and forth within a small area sometimes draws out enemies. Defeating less powerful foes allows you to collect olives to restore your stamina or bay leaves to use as money.

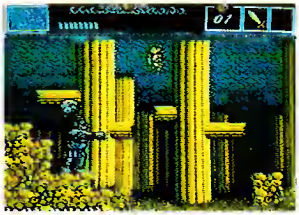
Early in the game you'll get the Sandals of Hermes with which you can defy gravity. When you notice a ceiling overhead — whether the ruins of a castle arch or tree branches — press the A button and jump while you're walking. If your timing is right, you'll find yourself walking upside down across the ceiling. This is often a good way to avoid trouble.



If you can, avoid the spider web. But if you do get stuck in the web, keep jumping. Eventually you'll be able to wiggle out of it.



Hydra is a tough adversary to slay. Her head can grow back eight times.

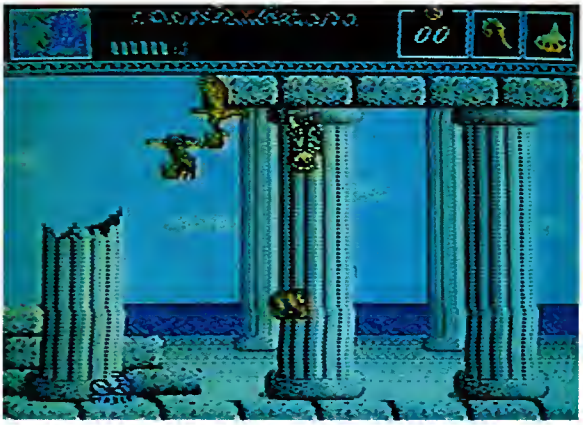


It takes careful timing to kill this unfriendly fellow.

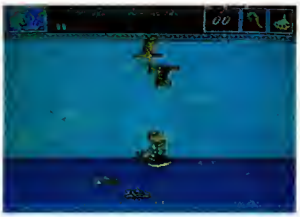


Use the Staff of Fennel to throw fire and light your way through dark rooms and caves.

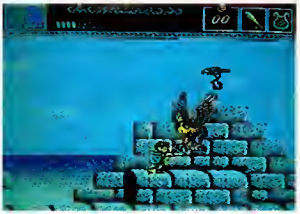
Timing is the key to killing the Cyclops you meet in the ruins of Laconia's palace. As the Cyclops throws rocks, stay up on the steps and watch for a pattern in his assaults. If you can rush toward him and hit his eye with your sword just when he releases a rock, you'll be able to run back to the top of the steps in safety. After a few direct hits, the giant dies and leaves behind a pleasant surprise.



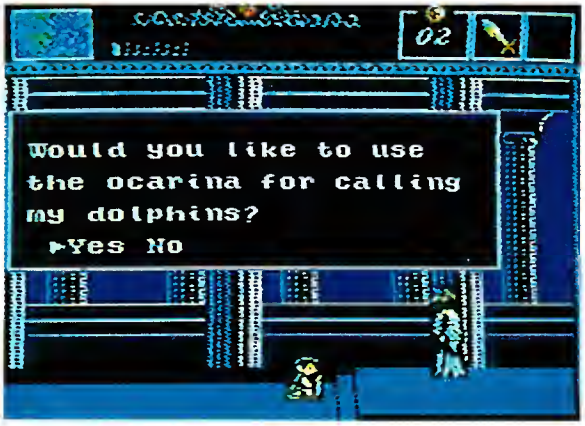
The birds, crabs, and apes in this part of Laconia are particularly dangerous. You may fare better by avoiding them than by doing battle.



It's a good thing your dolphin can jump.

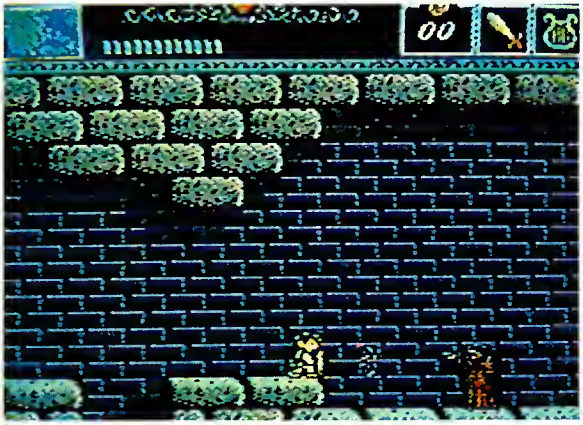


When you meet the Siren, have your harp ready. She'll mesmerize you with her voice until you're able to use your music against her.

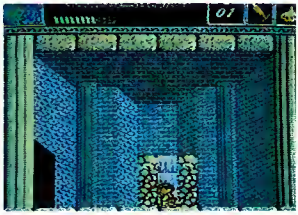


Poseidon, the god of the sea, asks you to collect 60 olives. The ocarina he gives you in return is well worth the price. With it you can summon a dolphin to carry you through the water.

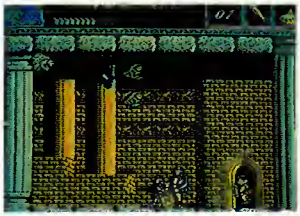
Strange bubbles in the pools of the forest are the first signs of that aggressive sea serpent, Hydra. Inch forward cautiously because the monster lunges from the water without notice. When the serpent appears, a quick blow to her head causes Hydra to retreat into the water. But since her head grows back eight times, you must keep at it to destroy her once and for all.



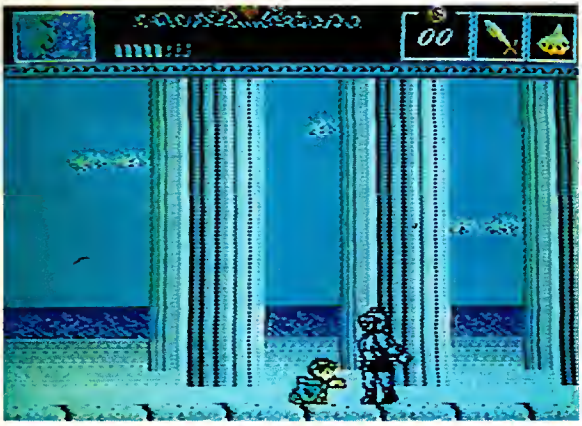
As the Graeae send a spell your way, use your shield to bounce it back to the old hags.



You'll find a flowing water fountain in some of the castles. Kneeling in front of the water fully restores your power.

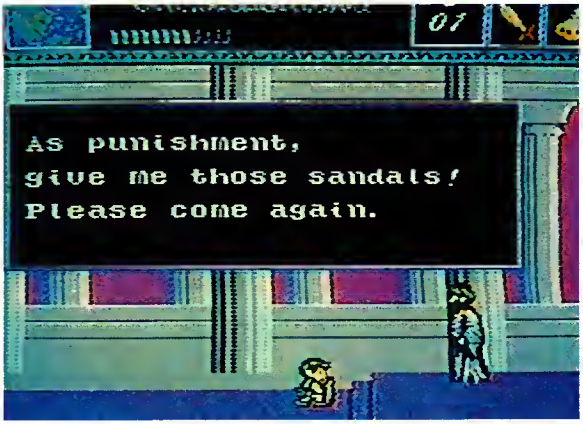


The knights in the castle of Crete are very difficult to destroy. Here's another situation where it may be better to make a run for the door than to stay and fight.

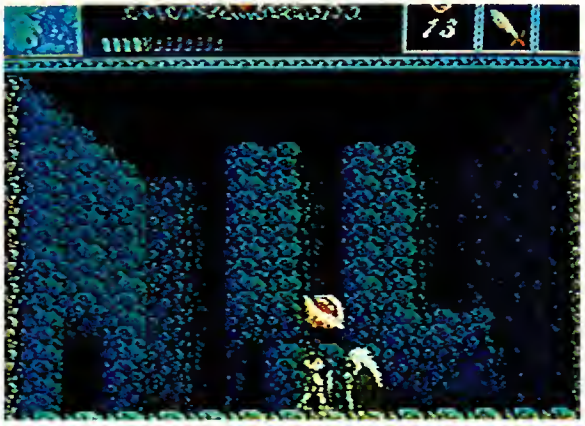


The knight on Crete is easily destroyed by several low blows.

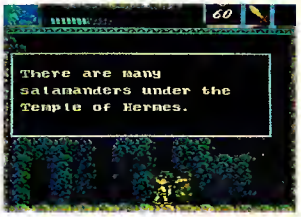
To destroy the Graeae, first kneel with your shield to protect yourself from their spell. Hiding behind the blocks on the left of the screen, draw the witches to you by scrolling the screen. Then rush at the witches with your sword ready. They will have moved forward, giving you a clear shot. Now finish them off with several hits.



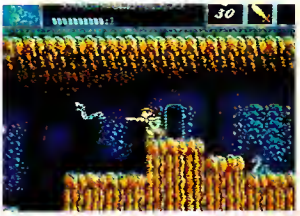
Zeus may have asked Ares to give you the Bracelet of Power, but Ares wants 80 olives for it. If you don't have any money and ask Ares for the bracelet, you won't lose your shirt — but you *will* lose your shoes.



You'll have a chance to buy this important edible item in the caverns of Argolis.



Talking to the people you meet yields valuable information.



Don't be afraid to jump into some of the chasms in Argolis. The caves below contain important secrets.

BATTLETANK

William R. Trotter

Despite the fact that it's not terribly realistic, *Battletank* is a fast-paced, entertaining game that offers plenty of action. It also demonstrates that good shoot-em-up games don't have to be limited to super-Rambo warriors or endless waves of alien spaceships.

In the game, *Battletank*, you are the driver of an M1 Abrams, the mainstay of America's armored forces — 60 tons of power and steel. You have ten missions, each one *considerably* tougher than the one before, in which you must destroy enemy vehicles, helicopters, fuel dumps, bridges — even a nuclear reactor.

Using a radar-like map screen, you plan your moves (remember that you *can* run out of fuel), and decide which weapon will work best against the next target. You can choose from your 150mm cannon (the real M1's cannon is only a 120mm gun — see what we mean about realism?), your 50-caliber machine gun, or your lethal wire-guided missiles.

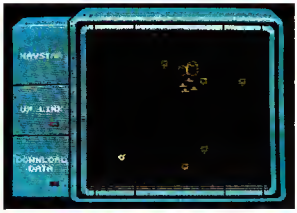
Navigation is a little tricky, but easy enough once you get used to it. First of all, it's not practical to try to drive long distances

HINT

There's no easy way to deal with enemy helicopters. The smokescreen option won't do nearly as much to help you as the instructions suggest, and there's no way you can out run the choppers you encounter. Shifting from forward to reverse may help you get a bead on them, and coming to a quick stop sometimes forces them to fly over you and into your sights. It's almost impossible to hit one with your main cannon, but if you do, it's most effective.



There are ten missions in *Battletank*, and you have to start with the first one each time you turn on the game.



Use this radar screen to stalk enemy targets and avoid minefields.



Enemy tanks tend to scoot backward or forward very abruptly — be ready for any sudden moves.



Push the select button to cycle through the available weapons.



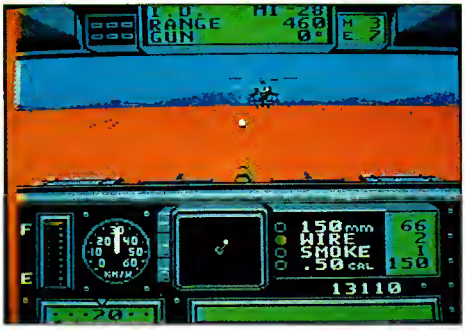
When firing at longer ranges, be sure to "lead" the target.

Soft-skinned targets, such as these fuel tanks, can be blasted with your 50-caliber machine gun.



using the main screen — it takes much too long to get anywhere, and the graphics aren't really designed to scroll effectively over long distances. If you're just steering your way through a battle, the main screen does fine — it even has a small tactical radar display that shows the relative positions of your tank and any nearby enemies. But if you're trying to travel from one part of the battlefield to another, steer by using the black-and-white radar screen which pops up any time you press Start.

If you're low on ammo and your



Starting with Mission 3, you have to deal with enemy helicopters; you'll find them dangerous opponents.



If things get too tough, you can always hide behind a smoke screen.



When you see a hut icon on your navigating screen, it means there's a NATO headquarters nearby where you can find repairs and supplies.

Time your visit to HQ so it benefits you the most — your pit stops are severely limited.



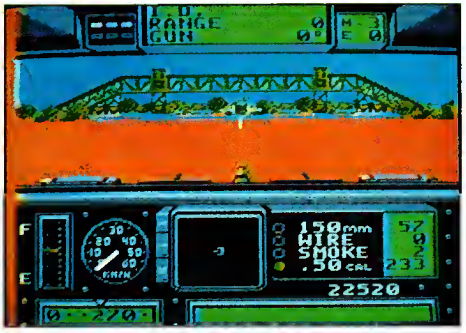
tank is badly damaged, you can pull into a headquarters facility for restoration — but be careful how you time your repairs because you only get one or two HQ stops per scenario.

And even after you wipe out all the opposing units on your screen, you still have to locate and destroy the enemy's boss-stronghold — no easy task.

Try to take out as many enemy targets as you can before making your stop at headquarters. Be careful that you don't wait until your tank has sustained fatal damage.



After you've cleared off all enemies, a big "X" flashes, showing the location of the boss target for each scenario.



When attacking a boss target, always aim for the gun flashes, not the structure itself.



Use your smoke launcher when things really get exciting.

If you score lots of hits, your 50-caliber machine gun can destroy a tank. Not very realistic, perhaps, but useful.

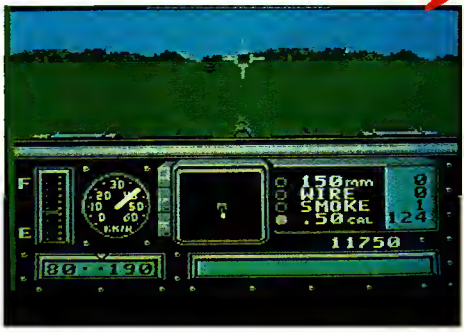


There are two rows of small lights on the upper left side of the main screen, and one of them lights up every time you sustain a serious hit. When only one light remains unlit, you receive a "damage critical" warning. Don't delay — head for headquarters immediately.

If you don't expect the depth and detail of any of the computer tank simulators, but expect a lot of fast action, you'll probably like *Battletank* a lot.



Always avoid minefields. They're invisible on the main screen, and enemy targets often station themselves close to mines.



A red light on the weapons display means you're out of ammo for that type of weapon, or else your machine gun is overheated.



The tactical radar display shows your tank in the center. All nearby enemy units—moving or stationery—show up as white blips.

Sometimes if you bring the tank to a sudden halt or shift into reverse, attacking helicopters will fly over you and present you with a good shot. Trying to chase them is futile.



HINT

The big cannon on the Abrams has exceptional long-range accuracy. If you line up your sights carefully, you can score hits at maximum elevation. This is a good tactic to use when your own tank is damaged, and you want to finish off an enemy before he can get back into effective range.

Absolute Entertainment;

251 Rock Road; P.O. Box 116; Glen Rock, NJ 07452.



The increasing difficulty of each mission, starting with mission 3, keeps *Battletank* challenging.



If the enemy gets behind you, step on the gas or go into reverse. Just turning around in place may be too slow.

A BOY AND HIS BLOB



Punch-flavored jellybeans turn Blob into a hole perfect for shortcuts between subway floors. Jump through the hole, then step out of the way before the hole drops down to another floor.

THE GAME

Things aren't too happy on the planet Blobolonia. These days there's an evil emperor who has decided that vitamins are bad and chocolate is good. So what's wrong with that? Well, even aliens can't exist on sweets alone.

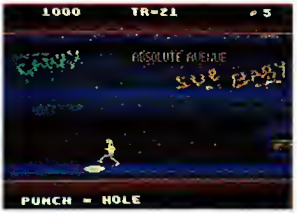
Luckily for the health of Blobolonia, one of its inhabitants, Blobert (Blob for short) has made his way to Earth and has found a friend — you! The two of you must earn enough money to buy vitamins. Lots of vitamins. All those health pills will be poisonous to the emperor, and the Blobolonians can go back to eating spinach.

But as long as Blob is eating sugary treats, it's a good thing you can put your hands on a supply of jellybeans. And even better that each jellybean has an effect on Blob. He can turn into ladders, holes, trampolines, and lots of other items with just a single sweet. So with his help, you explore the maze-like caves beneath an Earth city looking for treasure, and then the alien landscape of Blobolonia searching for the emperor.

A Boy and His Blob is the first Nintendo game designed by David Crane, the mastermind behind the best-selling videogame of all time — *Pitfall* (for the Atari 2600). Gamers will find that all the enjoyment and challenge of that hit is repeated in *A Boy and His Blob*.

Absolute

If you're worried about a jump that might be deadly, take a look in your jellybean bag for a bean you have in good supply. Toss the jellybean over the edge of the jump. The screen scrolls to follow it briefly and gives you a preview of the drop. But if you're *still* in doubt, use a vanilla jellybean to form an umbrella parachute.



When you're ready to leave the subway system, you have to place a hole in precisely the right spot. Take a look at the Absolute Avenue sign. The hole goes just to the left of the sign.



You can't shoot the oversized caterpillar, but you can outmaneuver him. Run under the serpent at the top of its arc. And don't forget to grab the treasure while you're at it.



You may have an alien friend, but you're not invincible. Though you have good jumping ability, don't try to make a jump higher than a screen and a half.

There are a lot of dead ends down corridors and caverns. But you should explore each of them at least once as you play, just to see what's there. Remember, the more treasure you pick up in the subways and caves, the more money you'll have to buy vitamins. Sometimes exploration is worth the extra effort.



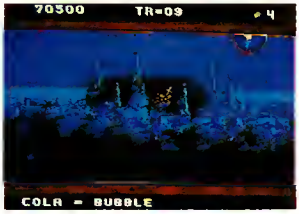
Protect your head from falling rocks with an umbrella (vanilla jellybean), and then torch the huge cobweb with a blowtorch (cinnamon jellybean).



Ouch! Watch out for these spikes. You don't want to send Blob to shapeless alien heaven before his time.

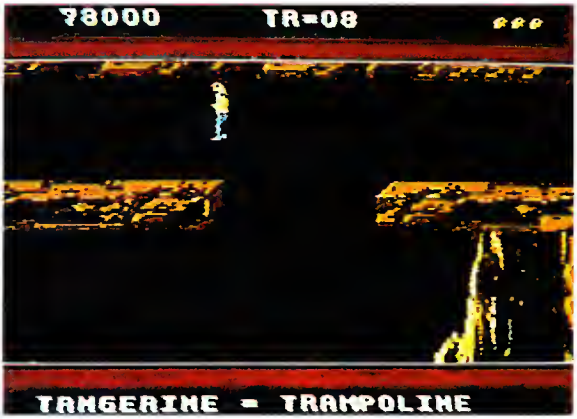


Another way to sail through *A Boy and His Blob* is by bubble locomotion. Your cola-induced bubble floats to the right, but the entrance to the water is to the left.



At last the payoff — a pile of treasure. Unfortunately, it's protected by a ring of spikes, so be careful.

When you're stuck on a ledge with another perch just out of reach, or when you want to do some exploring for hidden items, use the tangerine jellybean to transform Blob into a trampoline. You'll be able to go up several ledges with one good jump. Just watch your head — you don't know where the ceiling is until you hit it.



Here's a ledge you couldn't see from your former position. Use a trampoline (tangerine jellybean) to get up here.



Don't overlook this valuable bag of jellybeans. There are flavors found here that you won't see anywhere else in the game.



Once you've explored the underground regions for treasure, take your loot and visit a health food store. It's going to take quite a few vitamins to treat Blobolonia's emperor.



Manholes are excellent exits. But these covers are heavy! Use a jack (apple jellybean) to force the lid open.

Maybe you've noticed that even Blob won't eat one of the jellybeans you've found — the ketchup-flavored variety. But you can still put it to good use. When you've jumped to a high ledge from a trampoline, Blob isn't able to follow you. So just toss the ketchup jellybean and Blob will "catch up."



They certainly don't have trees like this on Earth. Each cherry bomb that hits the ground creates an explosion. But vitamin C shoots in the correct trajectory to destroy the cherries.



Jump on a trampoline just outside this cave, and you'll receive a pleasant surprise.



The popcorn behaves in much the same way as the cherries. You should definitely try to avoid the kernels.



It looks like an unbalanced diet has loosened some teeth around Blobolonia. It's too bad these falling cuspids are hazardous to *your* health. Watch their pattern, then make a run for it.

When you land on Blobolonia, take note of your position. Use a trampoline to explore the area just over your head. You'll find some valuable peppermints. Remember, you earn an extra life with every five peppermints.



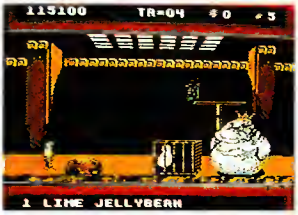
This may be the first game with killer coathangers as villains. As you shoot the hangers, you'll see gaps the next time they circle around. Only when all of them are destroyed can you make the jump.



Were you wondering what those lime jellybeans were for? You won't get through that door without a key. But luckily Blob is glad to oblige. And the gingerbread men are friendly.



Here's another hidden area you'll find only with a well-placed trampoline.



At last you face the evil emperor. But not until after he's captured Blob. Here's a hint — don't use cola jelly-beans in tight spaces. Try another flavor instead.

CASTLEVANIA III: DRACULA'S CURSE

Leslie Mizell

What is it about those Belmont men that make them perfect vampire killers? Simon Belmont vanquished Dracula in *Castlevania* and *Simon's Quest: Castlevania II*. Now you'll see how it all began in *Castlevania III: Dracula's Curse*. The hero of this game is Simon's ancestor, Trevor Belmont, who was chasing Dracula 100 years before Simon was born.

This earlier time should have been more peaceful as well, but the small village of Warakie is empty — the people have fled in terror when they are warned that Count Dracula is amassing an army of demons. The fiends are marching from the Valley of the Graveyards to bury Warakie — and the rest of the world — in a Tomb of Terror.

Trevor Belmont is the world's only hope. Luckily, some of the forces from beyond the grave appear to be in his favor. In the course of *Castlevania III*, you'll meet three spirits: Sypha, the mystic warlord; Grant DaNasty, the ghost pirate; and Alucard, Dracula's son. Sypha uses a staff for attack and can also use flame, ice crystals, and lightning bolts. Grant is very agile and can walk across walls or ceilings; he can also travel hidden routes not accessible to the others. Alucard has a ball of destruction at his disposal which can fire in three directions. This son of Dracula can also turn into a bat, although he cannot attack enemies when he is transformed.

In addition to these valuable spirits, there is also a character (never seen) called the Poltergeist King who

HINT

A lot of the items you need in this game are hidden — not only behind torches, but behind blocks, or even in thin air. It's worth the extra time it takes to jump and flip your whip as you progress when you get hearts, potions, or energy-building werewolf meat as a result.



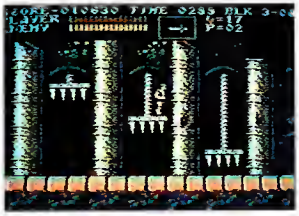
Dracula's out of his casket again — and he's dragging along some of his undead friends.



A whip blow into mid-air sometimes turns up something interesting, such as this bottle of sacred water.



Don't take on more enemies than you need to. While you're being attacked from the rear, let these zombies fall into the chasm in the ledge.



Now's not the time to become a human pincushion. It's a lot easier to jump over these Trevor-bashers than to try to avoid their spikes by going under them.



The forest is full of hate-filled eyes — but you have a banshee boomerang to dispose of your fine-feathered friends.

Look for this spot in level 3-2. There's a hidden treasure in the last block of that ledge.



can provide Trevor with valuable weapons (such as battle axes, mystic whips, and banshee boomerangs) and other items (such as invisibility potions, rosaries which destroy all enemies on a screen, and sacred water which burns when it falls to the ground) to help vanquish the demons. The only catch is that Trevor must uncover these gifts by searching the nooks and crannies of the different levels.

By alternating between Trevor's skills and those of the souls from the other side, and by wielding weapons



The jellyfish can be avoided with little effort on your part. But if you shoot them, they divide and become much more of a menace.



This big lug looks like a nice enough guy, but he's got a sledgehammer with which he'd love to pummel you into a pulp.



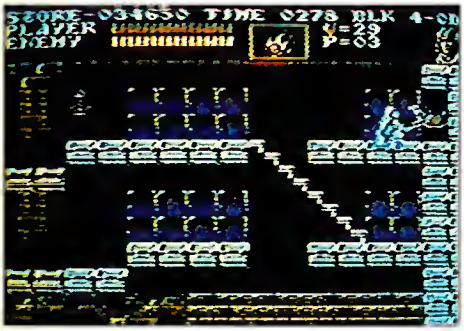
Once you've destroyed the boss of the cemetery, you'll release Sypha, the first of your companion spirits.

One of Sypha's best weapons is his great balls of fire. Using them, he'll soon make short work of this half man/half snake.



with strength and courage, you just might be able to break Dracula's powerful curse.

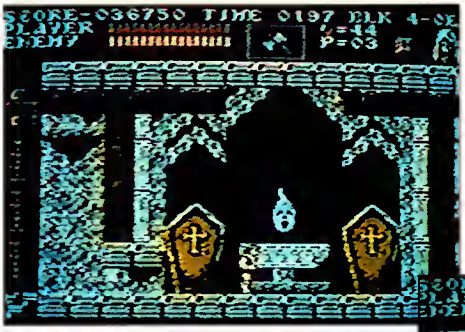
You have three lives in *Castlevania III*; each time your life meter drops to zero, you lose a life. In addition, each of the 17 levels of the game has a time limit. If you don't finish the level within the allotted time, you lose a life. But don't despair! There are continue and password features in the game, so you'll never lose your progress if you're careful. And every time you beat a level boss, you receive a ball of light which replen-



Ah! Sypha has uncovered a hidden leg of werewolf meat. Besides being very tasty when you've been trapped in stone for a decade or two, it restores part of your life gauge.

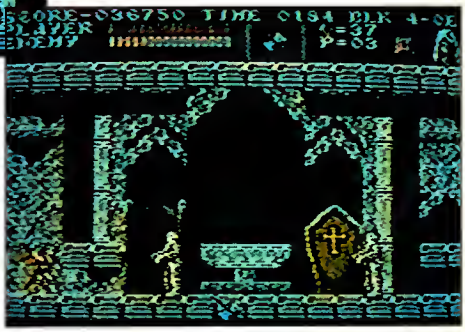


Timing is everything on these revolving platforms. Your weight is the balance, so if you slide too far back, you'll end up in the chasm below.



Don't waste too much energy trying to destroy this spirit boss of level 4. He can't be killed ... yet.

The spirit reanimates the mummies in this sarcophagus, and once you turn them into piles of bandages, the spirit will enter the beast on the right.

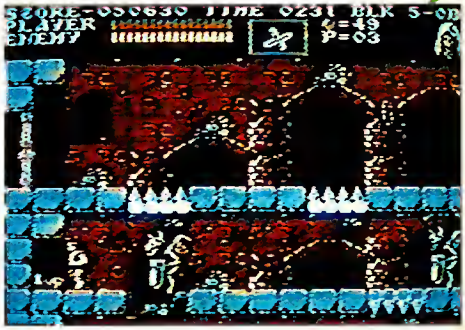


ishes your life meter to its full quantity.

Castlevania III is a large game (17 levels), and since it's sure to be as popular as its predecessors, we're splitting our coverage into two parts. This article is to get game players started and let you know some skills and tips that will be used throughout the adventure. A future edition of *Game Player's Strategy Guide* will explore the upper levels of the game — including the final dramatic battle against Count Dracula.



Another enemy killed, another power item left behind. Pick them up whenever they're available — you never know when they'll come in handy.

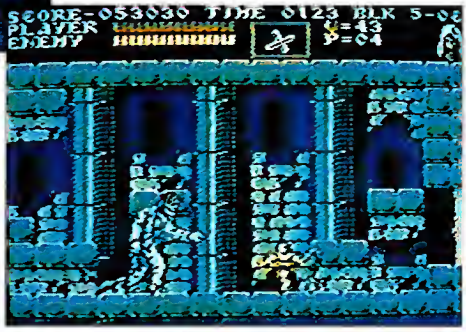


Despite their shields, the flying gargoyles aren't tough to beat. Ignore them while you can and use the spiked platforms to get down here and grab some werewolf meat.



Sypha can use his ice crystals to freeze an enemy in mid-attack, then break the foe into pieces with a blow from one of his weapons.

Despite the nifty powers of his guardian spirits, Trevor is still the most likely candidate to take on bosses — even Frankenstein's monster, the boss of level 5.



HINT

You can't judge a demon by his appearance. Many of the fiercest-looking creatures — such as the whip-wielding skeletons — can be destroyed with a single blow. Others, like the timid jumping demons, evade your shots while landing lots of their own. Watch for a pattern to their or a pause in their action to make your move.

Konami

900 Deerfield Parkway; Buffalo Grove, IL 60089-4510.



If you are Sypha, it's best to walk in the water than on the ledge. You can freeze your enemies just long enough to break them into ice chunks.



These two dragons are the bosses of level 6. You need to hit them in their mouths as they appear and disappear. A blow to their necks doesn't harm them at all.

COBRA TRIANGLE



Bonus pod points can really add up in "the race to the finish."

THE GAME

Picture this: You and your family are enjoying a pleasant day by the lake. You've stopped your boat in a nice, secluded cove. The picnic basket has been opened and its contents distributed. Looking up from your potato salad, you're amazed to see that your small craft has been surrounded by grimly threatening gun boats.

Before you know it, machine gun fire is buzzing by you and ripping through the formerly calm water. Dad starts the outboard and attempts evasive maneuvers. You think you're out of danger, but your exit is blocked by a gigantic sea monster. He looms a hundred feet over the lake's surface. The picnic is postponed.

Luckily, it *is* a game. *Cobra Triangle* contains eight levels of play, including target shooting, mine disposing, and waterfall jumping (and you thought water-skiing was fun). There's no plot or strategy involved in this test of reflexes. But once you become wrapped up in its good time, you realize it matters neither how nor why these cutthroat motorboat Olympics came to be. All you're completely sure of is your one, steadfast goal. And that, of course, is survival.

Cobra Triangle is an enjoyable game that is challenging without being overwhelmingly difficult. Learning to navigate the pencil-thin river while keeping control of your wild little boat are the twin stepping stones that lead to success. One thing's for sure — recreational boating will never seem the same again.

Nintendo



Cobra Triangle offers quick, efficient ways to deal with the competition.



If you miss a ramp, you can ride back to it and try again.



Get caught in the force lines too often, and you'll go down.

The first stage of *Cobra Triangle* is "the race to the finish." Although you may feel compelled to zip over the finish line as fast as you can, try this instead. When the finish line is in sight, turn your boat around and head in the opposite direction (as if you were speeding back to the starting point). You'll be able to collect more pods and weapons. The time will run out, so you'll have to run the race again. But the second time you'll be unstoppable with your additional items and your score should skyrocket.

When traveling through the bonus stage, don't devote too much time trying to shoot one target. If you can't hit it, move on. Also, if you're in an area with several targets, try spinning around in a circle while shooting. You might be able to hit them all.



Here's a clean jump that looks on target for a pod.



One less mine to collect; one less gun to avoid.



How do you handle a hungry dragon?



You've got to move quickly if you want to stay a step ahead of the guard boat.

The dragon is a fierce opponent, and one around whom you must be particularly careful. When fighting him, you'll get your best results by staying in a corner. But make sure you have a good supply of missiles before you fight him. You'll certainly need them.



Shoot enough missiles and you'll have that beast seeing stars.



If you're in a hurry, concentrate on the river bank that has the most targets.

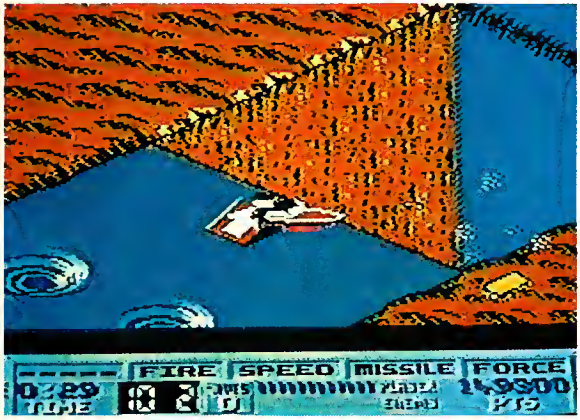


Some places have multiple scoring opportunities.



Don't spend too much time trying to hit any one target. You need to keep moving.

In one stage your job is to protect a group of swimmers from bandit boats. These boats will try to sneak in and carry off the swimmers. Your best protection is to keep the swimmers grouped together. If any of them stray from the group, quickly try to drag them back. Be careful, though. Don't spend too much time and energy on one stray. The others in the group could be in danger, too.



Hitting the ramp at an angle might cost you a boat.



Destroy the spaceships as soon as you see them.



Don't let your swimmers get too far afield, or they'll be carried away.

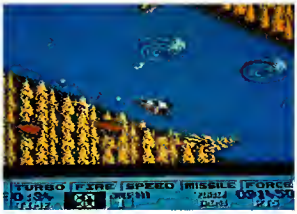


Correctly aim for the ramp and you can succeed in jumping the waterfall.

In another stage, you must try to relocate dangerous mines to a different area before they detonate. As if that weren't enough, you're also being pursued by a guard boat that's trying to reclaim the mines from you. Handling this effectively requires your best maneuvering skills. You must fake out the guard boat by making quick turns in one direction, and then doubling back in the other.



Missiles work well against the spaceships.



These whirlpools try to suck you in. Steer clear of them.



You're in a real jam now — a log jam, that is.



Natural hazards can keep you from making it to the finish.

CODE NAME: VIPER



The game starts with a detailed briefing on the particulars of your mission.

THE GAME

It's a scenario right out of today's headlines: A powerful and mysterious South American drug lord has abducted a group of U.S. citizens and is holding them for ransom. While he negotiates with the U.S. government, his victims are hidden away in a network of fortresses. Unless someone can infiltrate the strongholds and rescue the hostages, the government will have no choice but to give in to the kingpin's demands.

Since it is politically impossible to use regular troops for the mission, there is only one hope — you, a top-secret commando code-named "Viper" (a.k.a. "Mr. Smith"). You alone have the skills and the courage to do the job. You must work your way through seven areas of intense combat, evasion, and rescue.

You begin each level by moving from one fortress location to another on a large-scale map of South America. Each stronghold poses a different challenge in terms of layout, but one feature is common to all of them — doors ... lots and lots of doors — all patrolled by well-armed mercenary guards (and a few mutants thrown in for good measure) and defended by various mines, traps, and remote-controlled weapons.

Code Name: Viper is one of the first NES games to appear with the new "high-resolution" eight-bit graphics, and it's a great example of how much life there still is in the basic Nintendo system. This nonstop action game is one of the best-looking and smoothest-playing of its type, and should please a big audience.

Capcom



The map of South America shows you where the drug lord's strongholds are located. You have no control over the order in which you tackle the various fortresses.



It won't be too long into the game before you rescue your first hostage. Always watch for hidden doors — you must check behind each one.



Often, guards crowd behind you as you go through a door. You may need to step back out and kill a few before collecting what lies in the room beyond.

Instead of mindlessly attacking, the drug lord's henchmen take cover and shoot, attack from ambush, or actually seem to use crude small-unit tactics to gang up on your hero. In other words, there's more going on here than just mechanical repetition of patterns. You may do better at this game, therefore, if you approach it with strategy instead of a rapid-fire joystick.

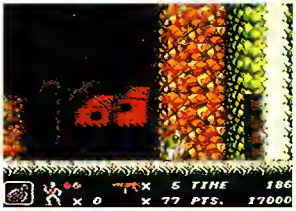
To some extent, the pattern of combat in each area is determined by the nature of that particular stronghold. For example, in the hacienda scenes, enemies attack from the roof, from dark rooms and windows, and from other floors. But in the outdoor strongholds, they come at you from the jungle, from under waterfalls, and so on. Since the combat environment changes significantly from area to area, you'd be well advised to give some thought to your surroundings as you try to anticipate where the next threat will come from.



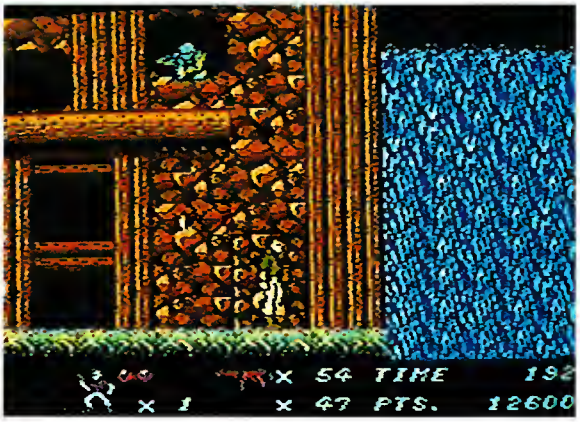
Look before you leap over this waterfall — there are enemy frogmen lurking below.



Here's why you need to search behind every door — if you don't find the agent holding the bomb, you won't be able to blast your way into the next area.



Place the bomb near the door on the right of the screen. When it blows up, you'll be able to travel to the next fortress.

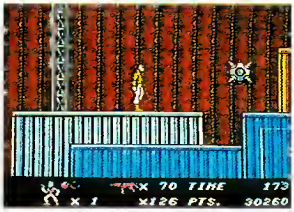


Watch out for snipers who appear suddenly at the holes-in-the-wall above you.

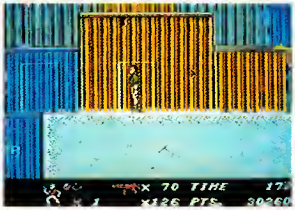
Some of the doors are clearly visible, but some are camouflaged against the backgrounds and must be searched for carefully. Go through *all* of them. If you keep pushing up on the directional pad of your joystick, you can hesitate before coming back out — and thus avoid the sentries that tend to swarm quickly towards an open door. Sometimes the enemies will wander away, but even if they don't, you'll be able to time your exit to fit in with your plan of action.



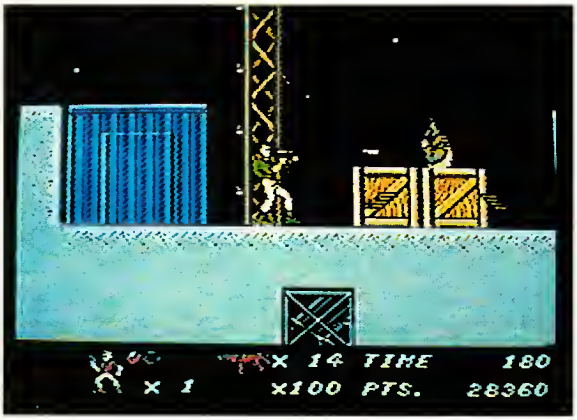
At the end of each area, you're given one portion of a vital secret message.



These mines look dangerous, but if you steer clear of them, you'll be safe.



Sometimes, the doors blend with their surroundings and are hard to spot. Don't overlook any of them, however.



In area two, machine gunners pop out of those packing crates. If you don't shoot them immediately, you'll be killed.

Behind some doors, you find hostages to be freed (they all say "thank you!" very politely); others hide extra ammunition, machine guns, and bonus time which makes it easier for you to clear a level. The most important door in any area is the one that conceals a friendly captured soldier who has a bomb to give to Viper. At the end of each level, Viper has to use that bomb to blast his way out and into the next level. *That's* why you have to check every door.



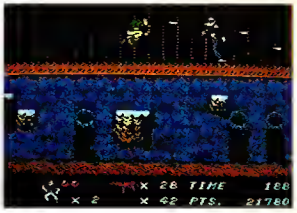
In area three, beware of mercenaries who drop down from the roof of the hacienda.



There are also snipers hidden inside this old bus — you must time your jumps carefully to fall between their shots.

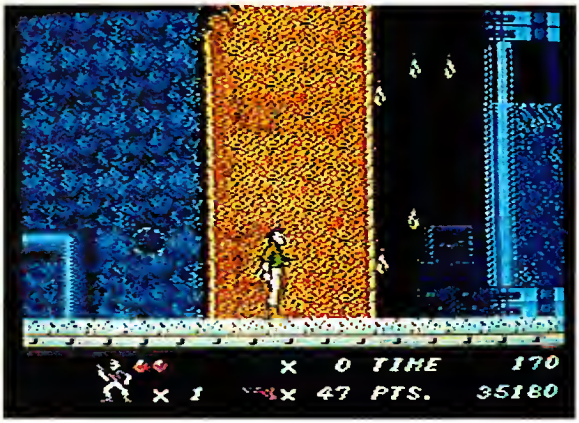


Watch out for the stone statues in area four - they start to move a few seconds after the scene begins, and they can crush you if you don't avoid them.

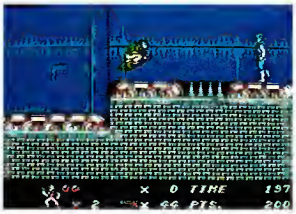


When leaping over these pits in area five, you're attacked by monkey-faced goons. Shoot the *instant* they appear.

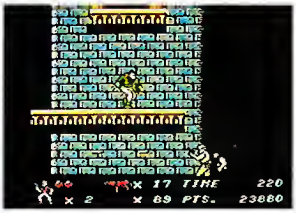
At the end of each level, you rendezvous with a secret agent who has a fragment of a vital confidential message. The more levels you complete, the more blanks in the message will be filled in, leading you closer and closer to an important revelation about the drug kingpin. Fortunately, you're also given a password for each level, so if you have to stop before completing the game, you can at least resume from your stopping point without having to go back to the beginning.



Halfway through area five, deadly acid starts falling. Time your jumps so you won't be fried.



There are conveyor belts and deadly spikes to contend with in area seven. Shoot twice to kill the blue guard, then jump — try to shoot and jump in one fluid motion.



Your final confrontation with the drug lord waits above. You don't even have to fight this last group of guards. Just leap through them and into the tower window.



Area six is patrolled by deadly electrical surges that move along the floor. Leap over them to avoid having your energy drained away.

CONFLICT

William R. Tratter

Conflict will attract a certain amount of attention simply because it is one of the first "mature" war/strategy games to appear for Nintendo. It is also very similar to a best-selling — and very playable — TurboGrafx-16 game called *Military Madness*.

You can play against a friend or against the computer. There are two armies, called Red and Blue, but equipped with actual NATO and Warsaw Pact weapons rather than the made-up technology used in *Military Madness*. Each side begins with a set number of various land and air units and can manufacturer others in occupied factories.

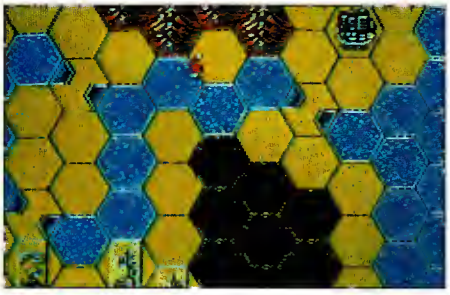
Using the directional pad, the player maneuvers units over various types of terrain, attempting to destroy the enemy or to defeat his command unit. It costs more movement points to travel through rough or wooded terrain than on level plains, and certain types of terrain improve a unit's defensive strength. Whenever possible, for example, put your weaker units on hills or some other kind of favorable ground.

It is important to seize airfields and towns, as they are valuable sources of supplies and repairs, where damaged units can return to full strength. If you choose to control each battle yourself (rather than letting the computer be the judge and controller) you have five or six defensive options from which to select.

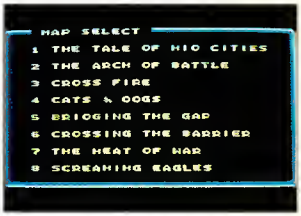
Some maneuvers do not offer very good protection, but do set you up for an effective counterattack. Others may

HINT

One of the few really original touches in *Conflict* is a complete table comparing the strengths and weaknesses of every type of weapon used in the game, as well as how each pair of weapons would stack up against each other in combat. Studying this table in the back of the manual for a few minutes can save you from a lot of defeats.



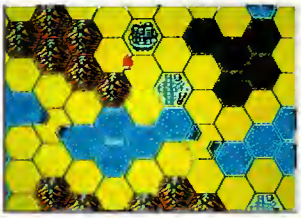
Battles are fought on varied terrain, with a hexagonal grid overlaid to regulate movement.



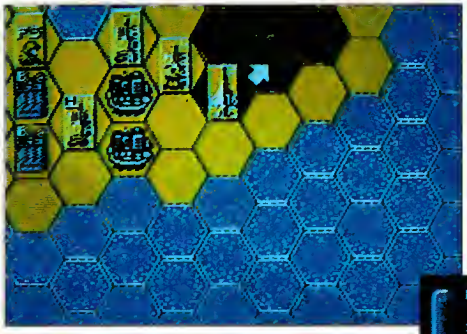
You can play all 15 battle-scenarios in sequence, or select them individually.



Before completing the movement part of your turn, be sure to order new arms production from your factories.



Airfields and cities are always valuable strategic objectives.



Movement is controlled by means of an arrow-shaped cursor and the directional control pad.

Battles are resolved by the computer — or you can fight them yourself step by step.

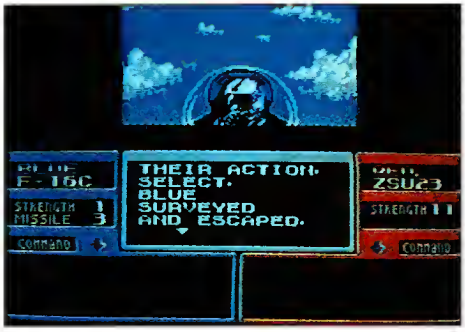


offer a much greater degree of protection, but don't leave you in condition to make a counterattack. The cause-and-effect relationship of certain maneuvers may not be evident in any single game — *Conflict* uses its own rather curious system of logic to conduct battles, and it may take you a while to get used to that system.

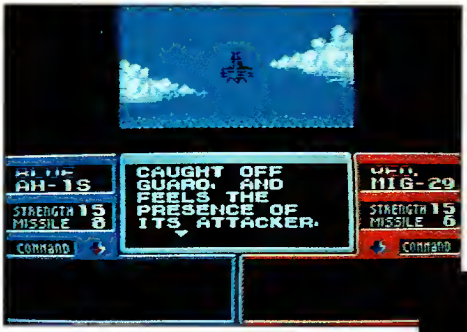
Units which are out of supplies are virtually worthless. Supply is automatic at airfields and towns, but you need supply aircraft or trucks elsewhere. Remember, though, that supply vehicles can't repair damaged equipment, but can only bring fuel and ammunition.



The battle scenes feature some nice animated screens.



The battle scenes also feature some silly and redundant commentary, which slows the action to a crawl.



Helicopters are valuable against ground targets, but terribly vulnerable against enemy jets.

You can usually retreat if things get too hot or you find your unit outgunned.



When two opposing units meet, the computer resolves the battle and awards or debits bonuses called Fame Points to the winner and loser. These Fame Points, in turn, translate into greater factory production. When you run out of Fame Points, you lose all ability to manufacture heavy weapons.

There are 15 variously shaped islands to fight over, plus a special 16th island that you can reach only after conquering all the others. The variety of military hardware you can deploy is interesting, and there are two battle modes in which to use it: one in which the computer handles



Anti-aircraft units are surprisingly effective in this game.



When you're out of Fame Points, you're also out of luck because you can't manufacture any more heavy equipment.



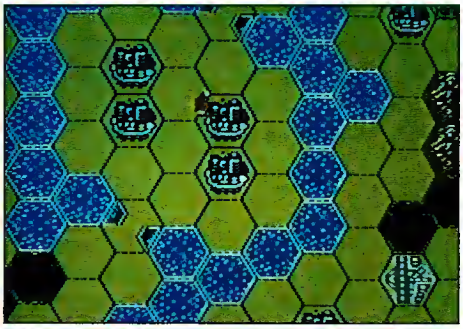
Infantry caught in the open should take cover, evade, or retreat when attacked by a more powerful unit.

If you choose a higher level of difficulty, your Fame Points (which govern the production of new units) will be lower.



the details, and one in which you can do it. Unfortunately, both modes are slowed to a crawl because of the on-screen comments the computer makes — many of them awkwardly translated from the Japanese.

Conflict is a colorful game—many of the little animated combat screens are very clever — but one that is decidedly plodding and methodical in its war-gaming philosophy. Some game players will find it engrossing, while others will likely find it just peculiar. At the moment, however, there's not another game like it in the Nintendo format.



In the first scenario, "Tale of Mid-Cities," your first objective should be to capture the undefended city-hexes in the center of the map.



Commandos are your most effective foot soldiers; they have anti-aircraft missiles for self-defense, while ordinary infantrymen have nothing but their personal arms.



One irritating quirk: Friendly units cannot pass through other friendly units, even if one is on the ground and one in the air. Amphibious operations are forbidden, too.

You always get a chance to reconsider your orders. Sometimes you definitely want to change your mind.



HINT

Until you really figure out what's going on in this game, we suggest you let the computer do the attacking and defending, while you study the results of one tactic used against another. There are all sorts of little edges that get factored into the calculation of a battle's outcome, and the system *Conflict* uses to decide these matters is unique.

Vic Tokai

22904 Lock Ness Avenue; Torrance, CA 90501.



Infantry units are marginally stronger where you might expect them to be: in cities and on high ground.



Only aircraft can go over water — amphibious attacks are not allowed, even by commando units.

GODZILLA: MONSTER OF MONSTERS



In an early battle, you can see how Godzilla's powerful tail can chop through rock.

THE GAME

Godzilla, that deadly Oriental reptile, isn't just rampaging through our planet's cities leaving a trail of destruction anymore. Now he's protecting Earth from the ambitious invaders of Planet X. These aliens have a familiar goal. That's right, you guessed it. They want to rule the universe.

You fight on a battleground made up of the eight interplanetary Ring Fields. Alternating between Godzilla and Mothra, a powerful flying creature, you are sent by Earth to destroy the enemy bases located on each of the Ring Fields.

Godzilla has a powerful kick, punch, and tail chop. And if those skills aren't enough, one blast of his deadly radiation breath levels almost any creature. Mothra can't fight like Godzilla, but this mutant moth does have an eye beam and a destructive poisonous powder attack which are fairly effective against enemies.

Each Ring Field is represented by a grid of hexagons. You move to a hexagon, then the aliens advance. Land on a clear hexagon and enter a battle. Meet an alien with a move and fight a boss. But reach the end of the grid and you'll get a chance to destroy an enemy base. Passwords and a continue feature help your progress. By the end of this interplanetary war, you'll have those aliens wishing they'd never left Planet X.

Toho

Use Godzilla's radiation breath when his power is full, even if there is not a threatening enemy nearby. If you have a lot of life, your power will be restored quickly, and using radiation often uncovers life capsules.



Invaders from Planet X have come to Earth. Can you stop them from ruling the universe? You can with Godzilla's help.



The game begins on Earth's Ring Field. Godzilla and Mothra must fight battles within the hexagons to advance to the enemy base at the other end.



After each of your moves, the aliens move. When you run into each other, you have a chance to fight.

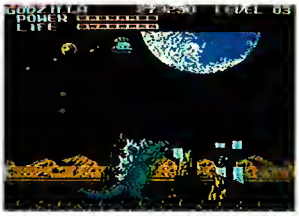
When playing Mothra on lower levels, fly as high as possible while moving steadily forward. Often your enemies will simply move past you without causing any harm.



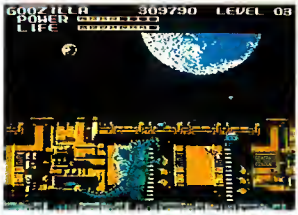
Gezora's eye is his weak spot. A direct hit weakens him, causing his color to change.



Don't let a monster corner you. You need room to maneuver. An enemy right on top of you is too close for you to use your tail chop to its best advantage.



Using radiation on rocks often reveals restoring life capsules.



In the battle stages, save radiation for cannons and walls.

Use Godzilla against alien bosses. He is much more effective against them than Mothra. You'll find that each boss monster has a weak point. In general, try to trap the alien on one side of the screen. Hit him with tail chops while your power rebuilds, then blast him with radiation breath.



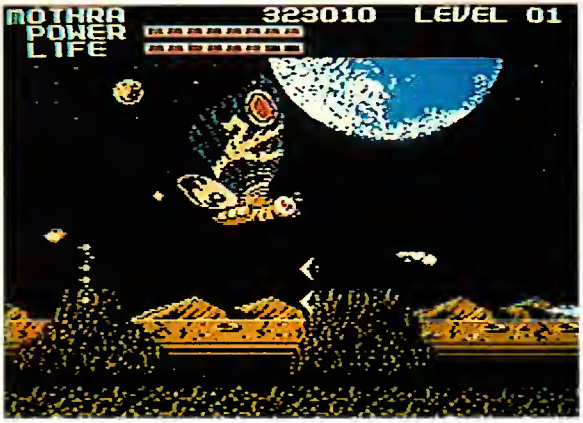
Mothra can use a poisonous powder attack to uncover life capsules hidden within these rocks.



Hitting these enemy launchers often reveals the life capsules you need to keep pushing forward.



These birds emerge from flaming balls. If you hit them before they hit you, they'll release life capsules.

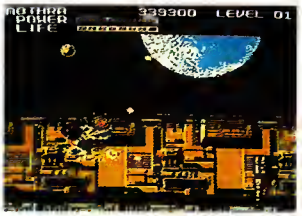


When playing Mothra, it is best to fly high. You don't want to meet the enemy head on, since Mothra doesn't have the strength of Godzilla.

After reaching an enemy base, use Godzilla's radiation sparingly. You need it for triple cannons that fire at you and for walls that pop up. If you waste the radiation on easy obstacles, you won't be at full power for the hard stuff.



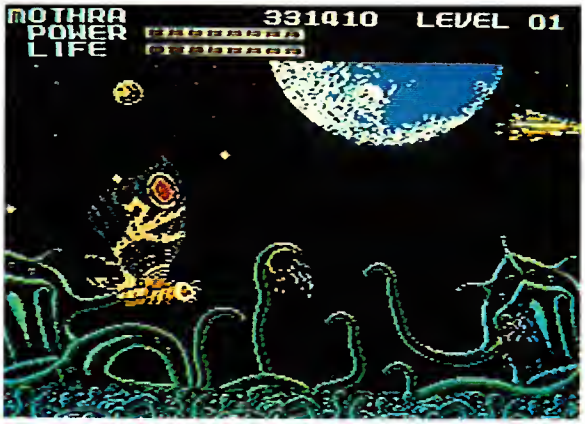
Hitting the top of a volcano will usually provide a life capsule.



In battle stages, it is more difficult for Mothra to make progress than for Godzilla. That's why he can move four hexagons on each turn to Godzilla's two.

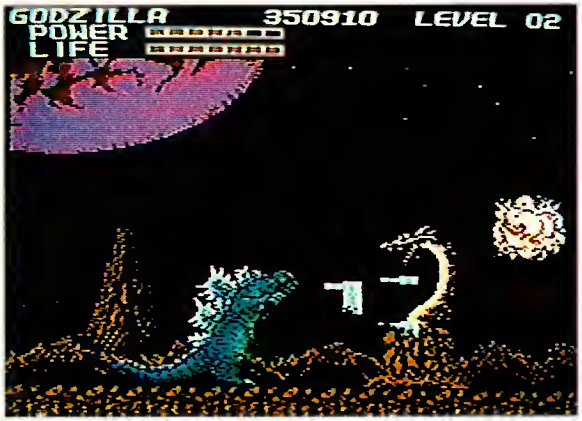


"Unable to advance farther" appears when you try to move Godzilla more than the two spaces he is allowed in the Ring Field.



When shot, these purple blobs emit life capsules.

Remember that you don't have to defeat every monster to advance in a Ring Field. Though you can move several spaces at a time, it is best to plan a route to the enemy base first and then to advance one space at a time. If you advance two spaces you have to fight longer and risk losing too much life or power before meeting the enemy monster.



Here Godzilla fights with Mars in the background. Giving this dragon a breath blast kills him immediately.



Godzilla has several fighting maneuvers to his credit. He can punch, duck, kick, and tail chop, and use blasts of radiation, as well.

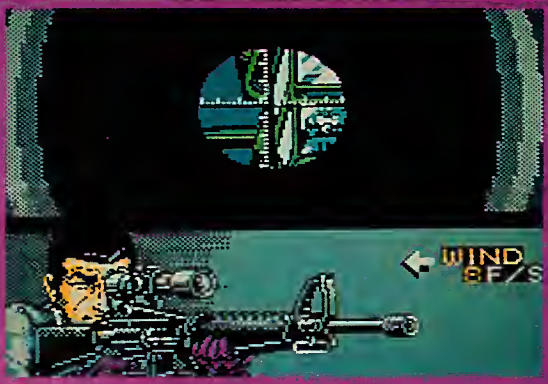


One good dose of radiation and Moguera will bubble and die. What a way to go!



If you can outlast an enemy monster for more than 40 seconds, he will decide it is not to his advantage to continue fighting and will retreat to the next Ring Field.

THE MAFAT CONSPIRACY



Just as in the original game, Golgo 13 gets to use his customized M-16 against a wide variety of targets.

THE GAME

In this sequel to the best-selling *Golgo 13*, you once again step into the shoes of Duke Togo (a.k.a. Golgo 13), the assassin for hire who out-Bonds James Bond. Once you get past the incredibly involved introductory sequence, you're thrown head first into a wild, but fairly plausible, storyline. It seems that a "Star Wars" satellite has been stolen from orbit, and Dr. Burrows, the scientist who perfected satellite-capture technology, has been kidnapped.

A sinister gang calling itself the Mafat Revolutionary Group claims responsibility and demands that the U.S. government turn over a nuclear submarine fully armed with missiles. If this is not done, all orbiting satellites — both U.S. and Soviet — will be plucked from the sky. As Golgo 13, you must track down and liquidate the leader of this Mafat group, rescue Dr. Burrows, and destroy the satellite-capturing system. Hey, it's all in a day's work for the Duke.

Not only must you fight a horde of attackers, but you must also collect clues, information, and sometimes weapons from those people you meet. Pay attention to the dialogue balloons. While much of what you'll read is silly chitchat, some of it is vital information that appears only once — no matter how many times you run into the character.

Be aware that there are time limits on the driving and maze sequences, and if you fail to clear these screens within the limit, the game ends.

Vic Tokai

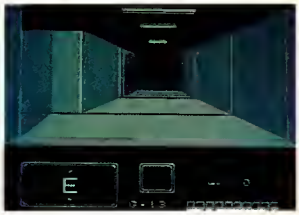
Golgo 13 has a mean karate kick — use it on enemies that are close. Save your bullets for long-range targets. You'll never have enough bullets that you can afford to waste any shots.



The use of dialogue screens is more extensive and much more sophisticated in this sequel than it was in the original game.

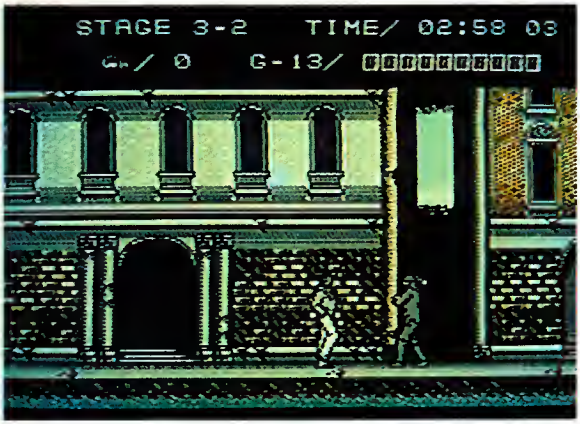


There's a *very* long introduction to this game, and unfortunately, you can't speed past it after you've seen it once.

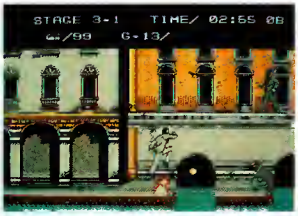


You encounter your first maze in Paris, near the beginning of the adventure. Just stay oriented according to the compass indicator, and you should have no trouble mapping your way.

Much of the dialogue is unimportant, but some of it is crucial to winning the game. You can't afford not to pay attention — or to forget to take notes on the conversations.



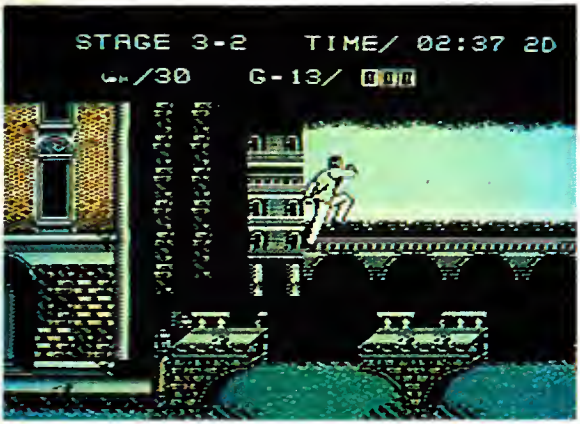
When you exit the maze, keep an eye on the alleyway on the left. Danger lurks in the shadows.



When terrorists start lobbing grenades, you may find it easier to take the higher route than to stay on your present path.

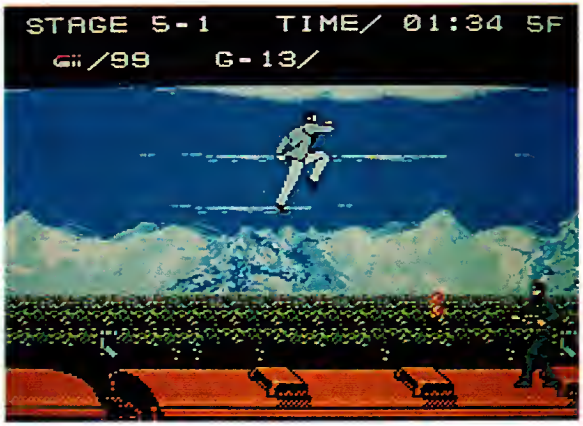


This ninja assassin strikes with lightning speed. Begin shooting as soon as he appears.



You need some very high jumps to cross this broken bridge. Anything less and more than your feet will get wet.

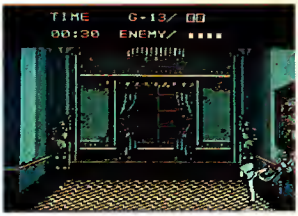
On the sniper screens, check the direction and speed of the wind and compensate if necessary before squeezing off your shot.



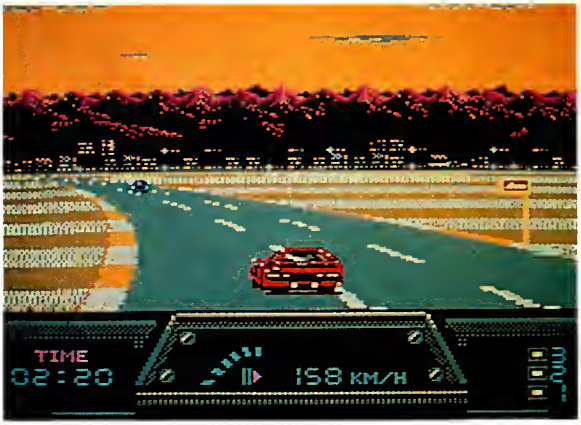
Attackers come at you from all sides during this wild ride on the Orient Express.



Gerbich, the KGB operative, comes after you in an attack chopper. You only get one shot to bring him down, so make it count.



In the hotel in Venice, you're attacked by this scimitar-waving villain. Back him to the wall so he won't have room to swing, and then use your kick.



Driving Duke's Ferrari is exciting, but don't forget to shift gears when your instrument panel red-lines.

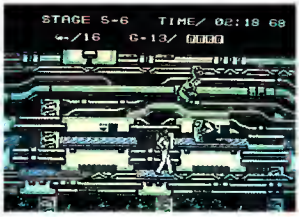
Just as you would in reality, keep an eye on your dashboard instruments while you're driving the Ferrari. Be sure to shift up when your RPMs reach the red line.



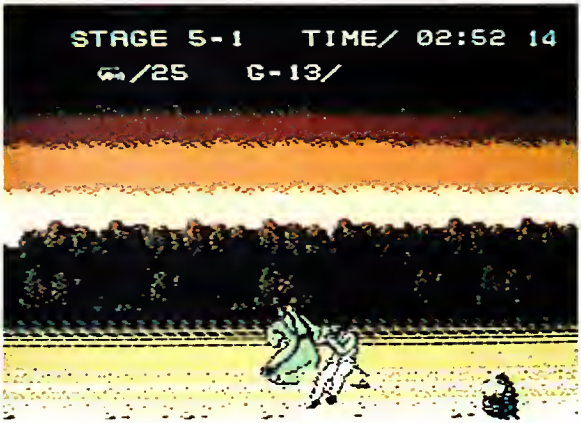
To beat this attacker, drive him to the edge of the car and then kick him repeatedly until he goes down. He's more difficult to beat when he stands in any other location.



Ahmed Khan knows where the Mafat base is, but you have to question him very forcefully to get the information.



Some of the guards at the base have bulletproof shields. It's very difficult to kill them, but if you leap over them, they won't follow you.



In Afghanistan, the first section of Act 5, you're ambushed by whirling dervishes. They are very agile, so be prepared to move quickly when they appear.

Be sure to map the maze on the 3-D screens. There's a useful shortcut to be found, and a map will help you find it.



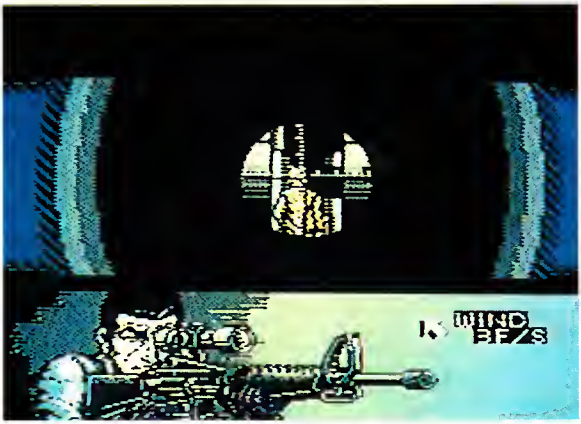
Even after you crack the Mafat Conspiracy, there's still one more job to do — a personal epilogue to the main story.



Good shot! You may have to play this scene several times to get a hit, and the windage changes each time.



Another marathon of massacre and mayhem — all in a day's work for Golgo 13!



A last confrontation at the airport. Will the traitor get away? Not if you allow for windage before shooting.

MONSTER PARTY



Try not to become plant food for this battling botanical beastie. It's not nearly as friendly as it sounds. Whack its bubbles back in its face.

THE GAME

Mark just made a new friend, but can the friendship last? His new buddy is Bert, a winged creature from the planet Dark World.

Bert just swooped down as Mark was walking home from a baseball game. His sad tale of a people terrorized by evil monsters touched Mark, and so the boy accompanied the creature back to Dark World. Two things might save the planet — Mark's bat, and the way Bert and Mark can meld into one being for extra fighting power.

Most of the time, Mark explores the planet as himself, fending off aliens and their weapons with his bat. But if he happens on a blue capsule, he turns into Bert and can fly and fire laser beams from his fingertips.

Mark's foes range from the easily destroyed to the nearly invincible, and all of them are extremely weird. Take the giant fried shrimp, for example, or the tremendous and deadly potted plant. When you defeat the really big monsters, you obtain items or powers that enable you to rid the Dark World of the nasties that make life miserable.

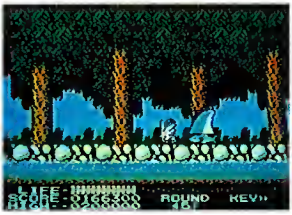
If you thought a Louisville Slugger was only good for baseball, then perhaps you should wangle an invitation to *Monster Party*, where batting 1.000 is a life or death situation.

Bandai

It's best to fight most of the bosses as Mark, since his bat is very effective at knocking weapons and energy blasts back at the bosses. But the Grim Reaper is an exception. Fight that boss as Bert, flying behind the Reaper and firing repeatedly at his mid-section.



It's better to jump over the sea monster if you can — unless, of course, it's guarding a doorway.



The man-eating sharks are milder than they seem, so go ahead and fight them.



Take the risk and destroy this skeleton fish. It may still have some fight left, but it also hides the blue Bert pill.

Experiment with the monsters and bosses in each stage. You can conserve energy if you only go after the boss who's hiding the key you need. Don't bother to return to bosses who can't give you anything but a hard time.



You might as well fly up and get that ? symbol. You never know what items those question marks are hiding, but it's usually good news.



These guys dance for you, but don't join in. If you try to fight them, you'll prolong your stay, so just watch them.



Hop over these floating stone islets quickly. Some may start to sink on you if you stay too long.

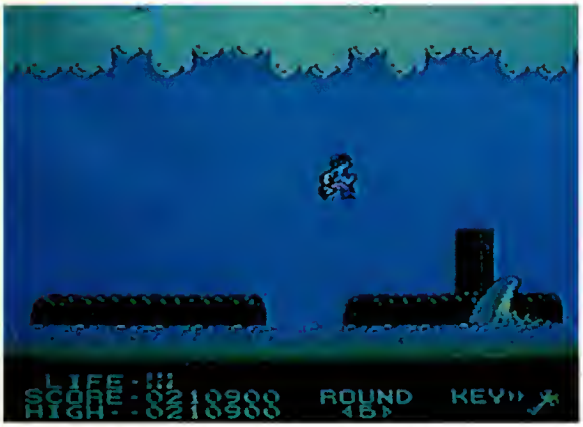


This guy may look tough, but you'll actually be better off battling him as Mark.

On the haunted house level, take the high road to the boss. Then take the low road back and use the key you obtained while in the haunted house.



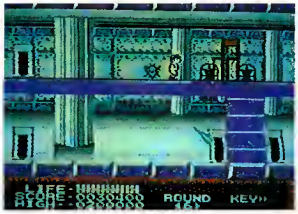
You may have to adjust your position when you see the trajectory of whatever weapon is being used against you. You want just the right angle for a return smash.



The shark guarding the doorway seems to indicate that there's something valuable on the other side.



Whoops! Not every doorway leads to a prize. But you have to look the first time. Then remember what doors *not* to enter on your next trip through.



Try to attack the chairs before they can attack you. And watch out for a pair of pants, too.

In the last stage, take a left and go through the first door. The monster you find is very tough to kill, but if you'll stand in the middle of the floor (as Bert) and fire at the far left and right limits of the monster's weaving motion, you'll nail him.



Despite Bert's laser blasts, Mark's bat is your best weapon, especially in the early stages.



Keep going after you've finished with the chairs. There's a blue pill ahead that you need for your next battle.

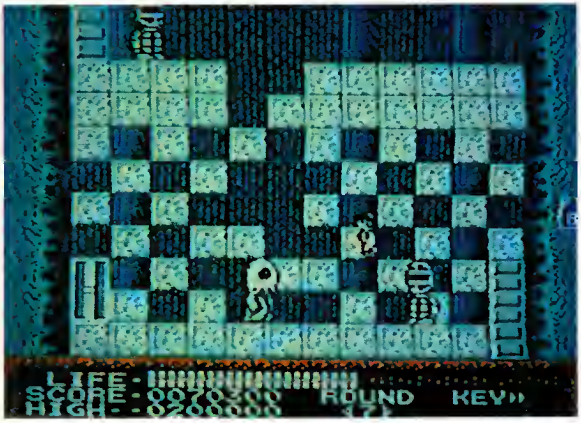


The monsters may seem to be hidden in the background, but they reveal themselves in their own good time. Stay alert.

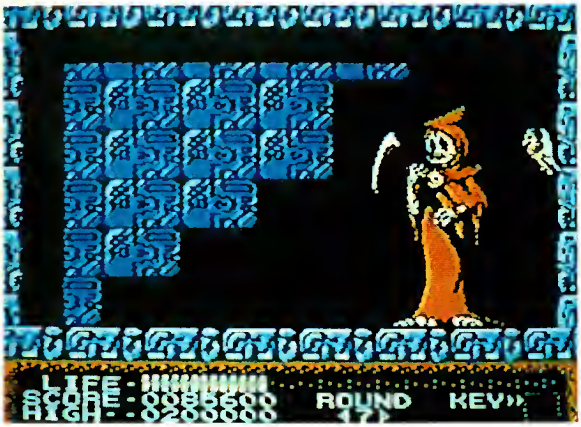


You can fight most of the monsters, but avoid the ghosts if possible. They won't do you any good, and trying to fight them just holds you up.

The best way to kill the last boss is as Mark. Stand in the lower left corner and use the bat to knock the bubbles back at the monster. You may have to adjust your position to get the correct deflection angle. Don't worry — you've already defeated bosses more difficult than he is.



One of these creatures has an important item which will turn you into your favorite winged creature.



You'll want to fight the Grim Reaper as Bert. It's tricky to fly and shoot simultaneously, so don't be surprised if you have to try a couple of times before you're successful.



The witch's stardust may be pretty, but it's also deadly. You definitely want to avoid it.



The Louisville Slugger is your weapon of choice against this boss — and most of the others.

NARC



Use the NARC Mobile Scanner to get the lowdown on all Mr. Big's crazies — from Dr. Spike Rush to Kinky Pinky to Sgt. Skyhigh.

THE GAME

Out on the streets, it's war. The drug problem was bad before, but now a new player, Mr. Big, is financing an army of ruthless dealers, gangsters, and terrorists — even rabid pit bulls and mutant bugs. He means to win, and he will unless you, as Max Force, can battle your way through his battalions of thugs and meet him face to face.

In *NARC*, you begin as a well-armed operative of the Narcotics Opposition. But with hordes of Mr. Big's henchmen stalking the streets, you won't be armed for long unless you can bust these thugs and confiscate their weapons. And as long as you're appropriating, you may as well pick up any cash, contraband, or other items they happen to drop.

You've got to clean up nine different sectors before you get your shot at Mr. Big. Your primary weapon is a machine gun, but, if there are just too many guys on the screen to individually bust or kill, you can use rocket bombs, which provide a much more dramatic end to Mr. Big's minions. You can also run down your foes in your Narcmobile, or lead them to their doom in one of the many minefields.

NARC features some really exciting action sequences, with good graphics. To put drug dealers out of business is is a great goal, but having to blow up the criminals is less praiseworthy. Regardless, *NARC* is a fast-paced adventure that should keep your fingers flying.

Acclaim



Hmm ... wonder what Max has been doing with the money he's confiscated. After all, Porsches aren't exactly department issue.



You can either bust a crook or kill him. An arrest is riskier, but more rewarding — you won't receive as many bonus points if you kill your suspects.



Here's one way to clear all the crowds off those congested commuter train platforms. Fortunately, it doesn't appear to be rush hour yet.

Those rabid pit bulls can be truly vicious, but if you get down to their level, so to speak, you can send them on their way — and they'll be a lot smaller to boot.

When you're in the drug labs, go after the chemical vats whenever there's a lull in the fighting (which won't be often). The vats are big point items, and if you take out enough of them, you'll put the lab out of business and earn an extra 25,000 points.



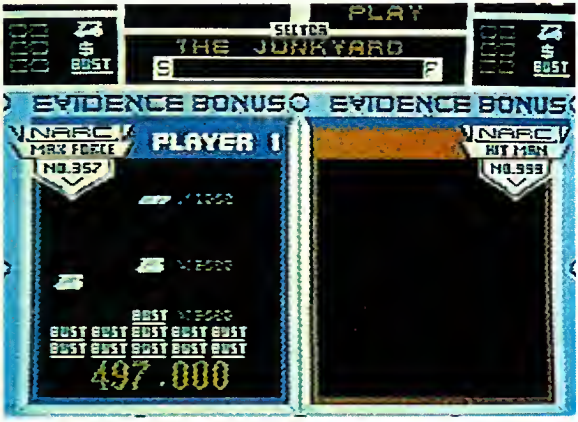
Be sure to pick up everything that's dropped during a gun battle, including any cash. If you don't, it will just go back into Mr. Big's organization.



Meet Dr. Spike Rush, a criminal genius who creates his own weapons of destruction. Be prepared for some tough going in his territory.



Once this chopper gets on your tail, you have to keep moving. If you hesitate, you'll give the pilot a perfect target for one of his bombs.



See? It really pays to bust a guy instead of blowing him away. Just think of the vacation you can afford after this case — *if* you survive.

If you haven't had any luck trying to bust Kinky Pinky, don't worry. You *can't* bust him. In contrast to his appearance, he's a little too smart to be caught with any of the goods on him. So you can either let him go, or....



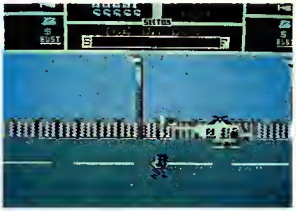
Things look awfully busy inside the KWAK shop today. It would really be a shame if someone started blasting away at all the pretty vials and tanks.



If only you could get to all the stuff those guys are leaving on the floor. Since they won't stop coming, you must take the offensive.



Your only chance of getting out of here is to grab that blue "safe" card and use it. There's a "safe" card in each room — the trick is finding it.



You get to play with helicopters, too. Here, you're making a drop along the bridge, where the landmines provide yet another obstacle to your progress.

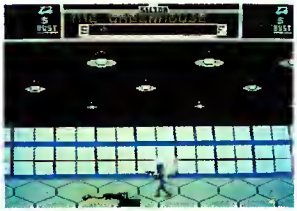
Crouching is a good way of conserving your life energy in battle. Not only do you present a smaller target to your enemies, but you're also already in position to fend off any rabid pit bulls who haven't been fed lately.



The mines can be deadly, but if you're tricky, you can lure your enemies into setting them off by making them follow you.



These dudes must have been at Woodstock, man! Actually, Sgt. Skyhigh is more a hawk than a dove.



What better way to get out of a greenhouse than with a green "safe" card? Let's hope that all of Sgt. Skyhigh's harvest has gone up in smoke.

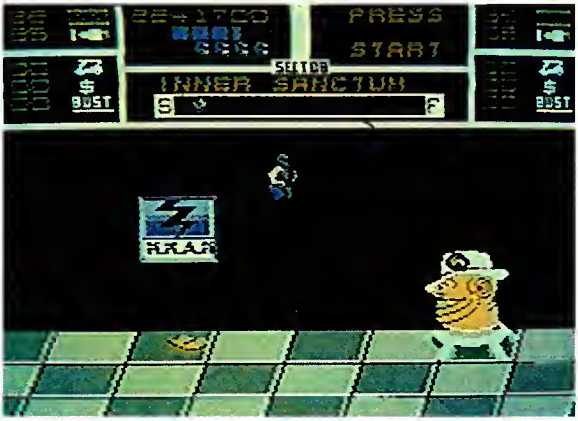


There are enough bugs in this place to require a 50-gallon drum of Raid. Try to dodge them if you can. A rocket bomb makes an effective flyswatter.

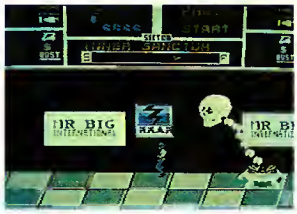
Enemy helicopters are a nuisance, but they can be brought down by firing a rocket bomb while you're at the top of a jump. Don't try to shoot at one coming toward you, though, or your jump will have a higher hang time than Michael Jordan's.



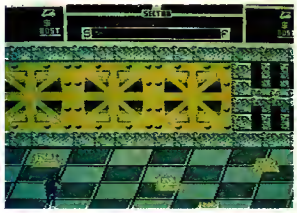
You should try to conserve your rocket bombs, but — as you can see from this anatomy lesson — they're quite effective, especially in crowds.



Is this the *real* Mr. Big, or yet another imposter sent to throw you of the track? Keep firing and you may get him to show his true colors.



That's more like it! His neck gives him a longer reach than Buster Douglas, but if you keep plugging away at a certain spot, he'll fall to pieces.



Well, this gold bullion should make up for all the trouble you've been through — and then some. Just don't worry about your new tax bracket.

NIGHTMARE ON ELM STREET



Those snakes can drain your energy quickly if they touch you. You can fight them, but jumping over them is quicker and easier.

THE GAME

Freddy's coming! When the teenagers in the Elm Street neighborhood start dying mysteriously, you know Mr. Krueger won't be far behind. He's always the prime suspect when death comes — swiftly and without warning — in the depth of night.

But if anyone can stop Freddy, you can. In *Nightmare on Elm Street*, you must gather his scattered bones and burn them. The trouble is that those bones are scattered from one end of Elm Street to the other. And you won't be able to protect yourself from Freddy forever. The minute you doze, he'll be hounding your heels in your own nightmares.

Fortunately for you (and up to three of your friends, should they decide to play along), you can wake yourself up with the cups of coffee you find or jar yourself awake with jam boxes located throughout the houses you search. Even more importantly, there are icons that will give you the powers of the Dream Warriors — Acrobat, Necromancer, or Shadow Warrior.

This game keeps you on the edge of your seat as you search houses, fight horrific monsters, and finally do battle with every manicurist's personal nightmare, Freddy Krueger. It's just a matter of staying awake, you know. And your eyelids aren't a bit heavy — are they?

LJN

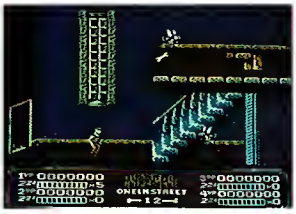
It's always a good idea to keep an eye on your sleep meter. You don't want to be taking any nightmare excursions before you're ready. Remember that if you have two or more players, everyone enters the nightmare realm if one player falls asleep.



That egg flying toward you can mean only one thing — you're about to be pecked by a couple of bouncing baby deathwings.



Some of the houses are locked up for the night, although you may be able to find a key. Just keep trying the buildings until you find a door that opens.

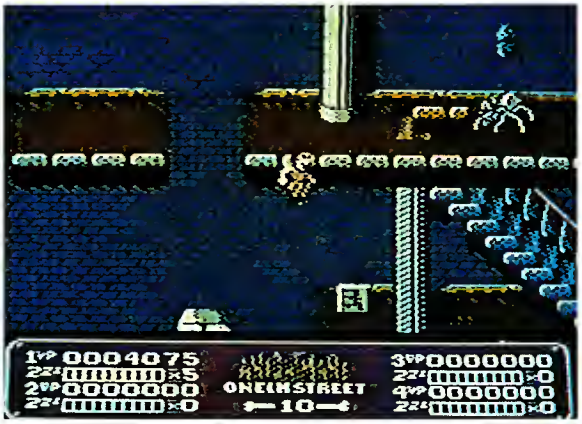


You won't believe the swelling you'll get if these insects sting you. They're not too agile, though, so you should be able to dodge them on your way to the bones.

You should keep moving at all times. This is necessary not only because you want to avoid all the nasties running around the place, but also because you get sleepier sooner if you stand still for any length of time.



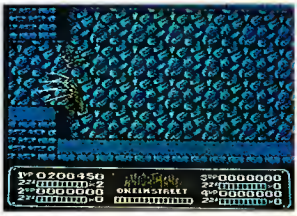
You'll earn 2,000 points for each bone you find — and move a step closer to ending Freddy's reign of terror forever. Or at least until the next nightmare hits beleaguered Elm Street.



It takes good timing to move down to where the Acrobat icon waits. But his powers will allow you to perform amazing stunts in your efforts to keep out of danger.

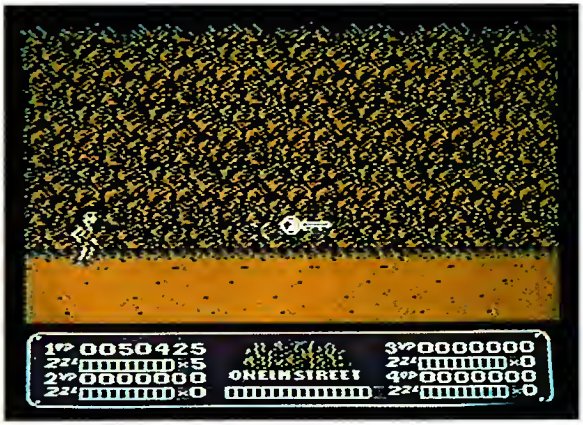


Once you've collected all the bones in a room, you'll want to look for an exit or a passage into the next room. The arrow signifies an escape route.

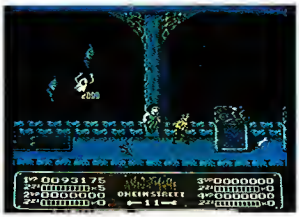


You could go broke buying nail polish for this hand! Fight it by moving around until you can get a good shot. Make sure that the hand never gets behind you.

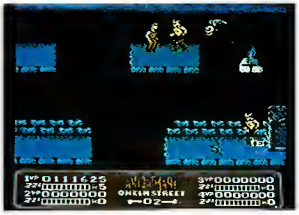
Once you've collected all three Dream Warrior icons, you'll have to decide which one works best in a particular situation. If, however, you're stumped as to which one to use, always go with the Shadow Warrior — especially when battling Freddy.



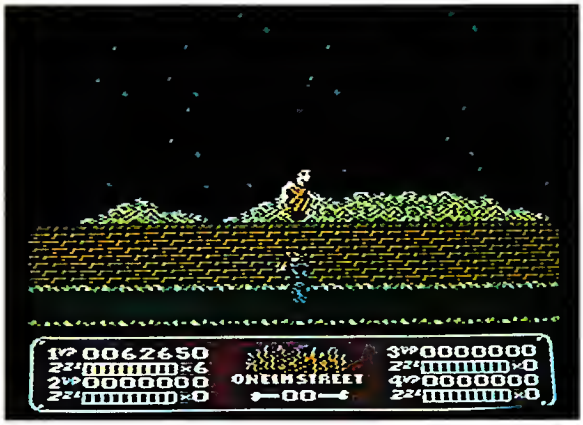
Defeat the giant hand, and you'll win not only a key with which you can escape from the house, but 12,000 bonus points as well.



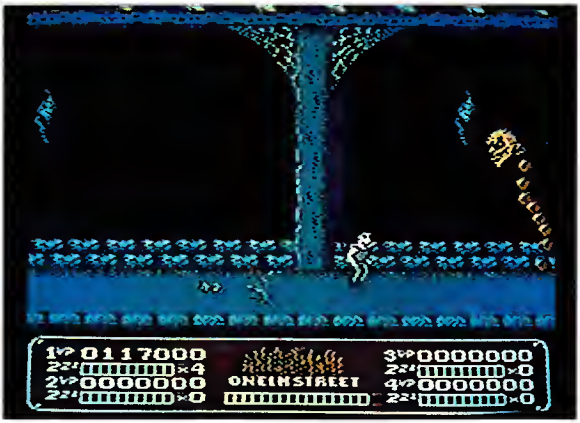
What's a nightmare without ghosts? As fearsome as they may appear, the ghosts are small potatoes compared to the bogles you'll find prowling the floor.



A stroll down Elm Street confirms that it's impossible to sleep — and therefore to dream — while a boom box is playing at full volume. So don't forget to grab that one in the corner.



The Shamblers, who appear to be the descendants of Frankenstein's monster, aren't very quick. It's easier to avoid them than to fight them.



This fellow brings a new meaning to the phrase "sticking your neck out." Keep dodging him until you can get a good shot at an exposed vertebrae.



The Shadow Warrior shares a common heritage with the ninjas of Japan. His lightning kicks can cause problems for these bogles as well as Mr. Krueger.



The Shadow Warrior is most effective in the Nightmare Chambers. A flying kick is just what's needed to de-finger this hand.



OK, you knew it was coming. No nightmare is complete without a trip to the cemetery. Just try to get through the place as quickly as possible—and in one piece.

When fighting Freddy, you should try to keep moving and, more importantly, try to anticipate his jumps so you can get to the spots ahead of him. For all his terrifying ways, Freddy's fairly predictable and can be outmaneuvered if you watch him carefully.



Here's a perfect location for Freddy's bones — the junkyard. You never know what's waiting around the corner, but if you pick up that Shadow Warrior icon, at least you'll be prepared.



Looks like the Skull Family is out for a little midnight constitutional. Unfortunately for them, your flying kicks aren't too good for their health.

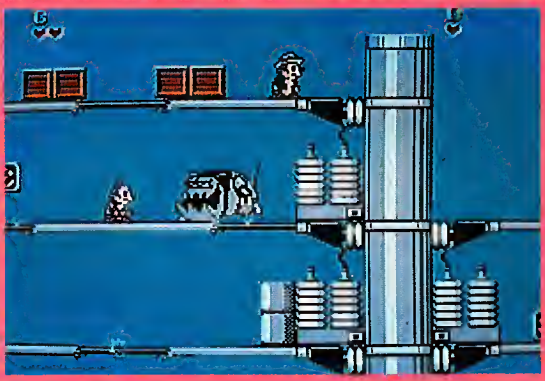


This is a rather formidable creature, to be sure. But with the right tactics, it can easily be beaten. Head for the corner, wait for it to come to you, and then use your flying kicks.



At last — a fateful meeting with everyone's favorite psycho, Freddy Krueger. But don't concentrate only on fighting him, or those claws in the floor will make mincemeat of you.

CHIP 'N DALE RESCUE RANGERS



The best way to get past the mechanical bulldogs is to avoid them entirely by jumping over them, or to hide inside a crate and let the dogs walk into you (which knocks them off the screen).

THE GAME

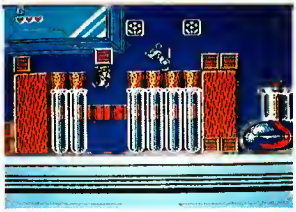
He's mean, he's overweight, he's feline ... he's Fat Cat, the casino king of the city. But Fat Cat won't be satisfied until he's got the whole city under his chubby thumb. So he's kidnapped Chip and Dale's friend Gadget and is making her invent machines that will help him dominate the townspeople.

But Fat Cat hadn't reckoned on the Rescue Rangers. The team is hot on the trail of Fat Cat, with the chipmunk pair doing the legwork while Monterey Jack points out secret doors and Gadget radios advice from her cell. Zipper the bee also shows up occasionally to whack all the enemies off the screen and give Chip and Dale a well-needed rest.

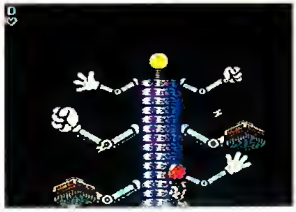
Players can choose to be either Chip or his more buck-toothed friend Dale (or both in a two-player game). Using crates and bombs, they attack the members of Fat Cat's gang: mechanical dogs, tennis-playing kangaroos, football-tossing rhinos — even a lizard that turns into a chipmunk when you get close to it.

Though obviously intended for younger Nintendo fans, there are enough whimsical monsters and challenging arcade sequences in *Rescue Rangers* to satisfy more experienced or older players as well. It isn't a difficult game (it even lacks the different skill levels found in Capcom's earlier Disney game *DuckTales*) but there are several tricky sections that might frustrate the very young (or their parents).

Capcom



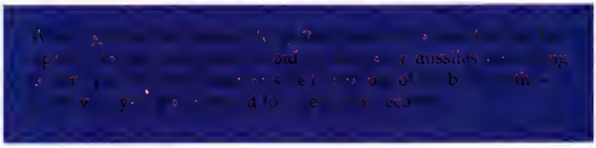
This is what happens when Mickey Mouse goes bad. These mice are fast — hide in a crate instead of rodent bashing. And grab those two flowers. Don't forget: For every 50 flowers you collect, you earn an extra life.



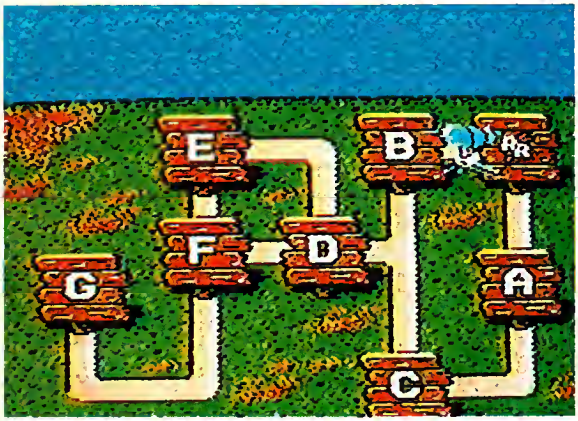
The first boss you meet doesn't exactly inspire fear. Just try to avoid the lightning bolts it throws and aim your red ball at its teeny, tiny yellow head.



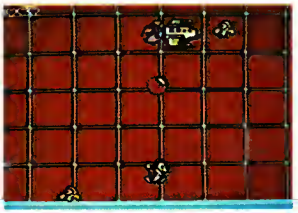
Each time you complete a stage, you enter this bonus round. There's always a one-up icon hidden under the crate in the middle of the top row.



If you come to a place that seems too high for you to jump up to, look around for the gray steel boxes. You can stack these to form a high platform. But be careful — you can't throw them like you can the crates. You need to make sure there are no enemies lurking nearby before you start piling up the boxes.



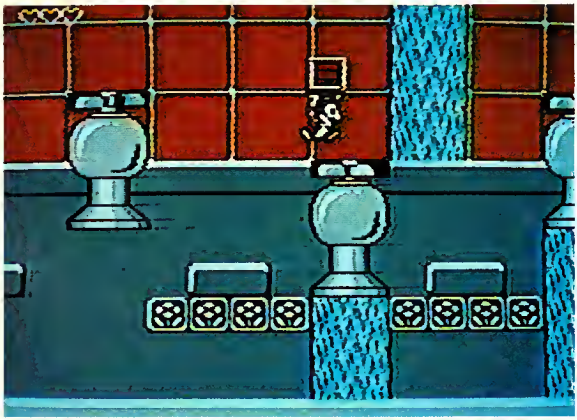
Follow this map to reach Fat Cat's casino. Remember — you can take the most direct route instead of stopping in every area.



This boss is a funny spaceship that drops tentacled monsters toward you. Avoid them if you can, and keep throwing your red ball up at the ship until it disappears.

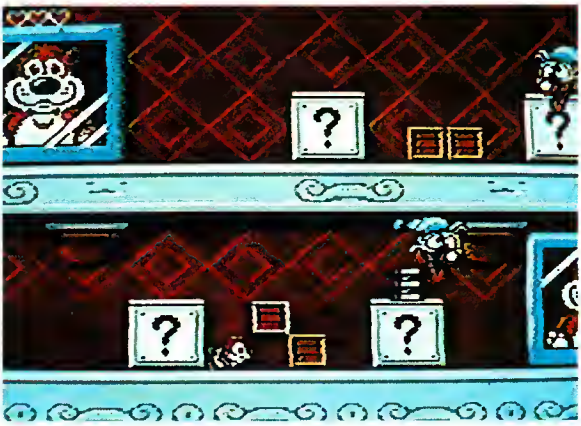


After every stage, Gadget will give you encouragement (plus a hint or two on what waits ahead).

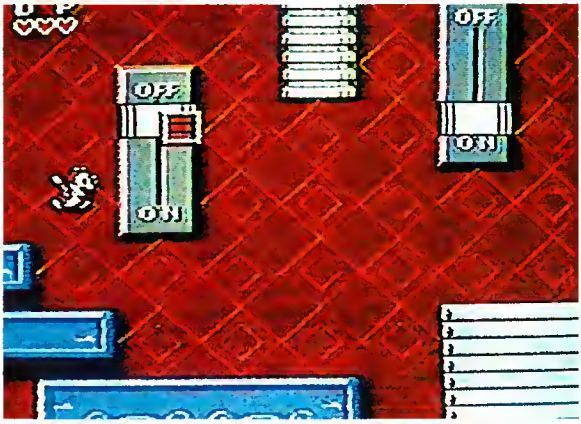


There are a number of flower icons in the sink, but you'll be swept away if you don't turn the water off before clambering down. Jump on the faucets a few times to turn off the water, then help yourself to the flowers.

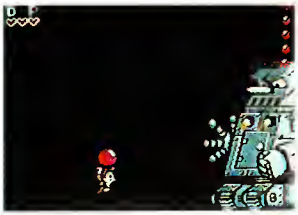
You might decide that the bombs are more trouble than they're worth. Destroying enemies with the bombs is no easier than using the crates, and if you hold onto the bombs for too long, you'll end up blowing yourself up instead of Fat Cat's cronies.



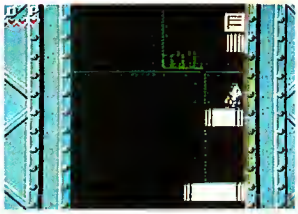
This jack-in-the-box is the most vicious thing you'll find in the toyshop. Jack wobbles and can hit you when you're not looking. You can either hit him with a crate, or jump over him when he goes back in his box.



You have to turn these switches to the "off" position to make the balls stop dropping from above. Use a crate or two, but you need to stand at a distance to get the height you need.

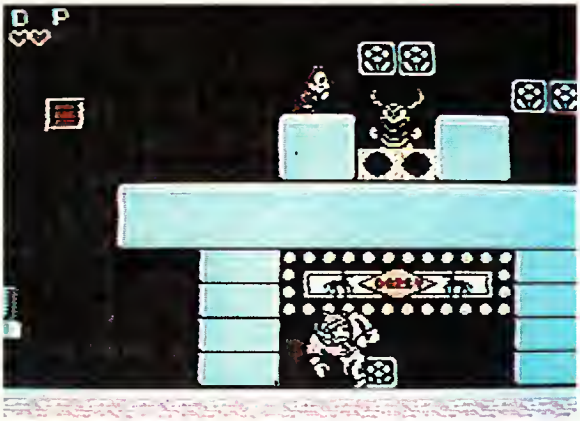


This funny robot isn't so humorous when the balls he blows out of his head start raining down on you. Find a safe spot to stand and start attacking his middle — the weak spot in his armored body.



There's no pattern to these pipes, so it's tricky to complete this scene. Don't pick up the crates you see — stand on them instead. Even if the pipes roll out from under you, the pipes will balance in midair.

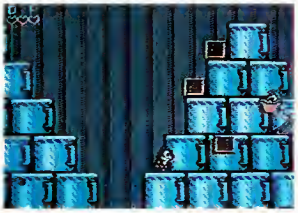
When you meet the pelicans later in the game, don't throw the bikes at their feet. If you throw anything at their heads, they simply catch it and hurl it back toward you.



Rhino Runner will knock the crates off the screen for you, leaving behind the power-up icons. Stay out of his way — he's much too strong and fast to tangle with.



When you've defeated the casino level, you'll find that Fat Cat has escaped. Luckily, Gadget has a rocket in which you can blast off to levels H, I, and J.

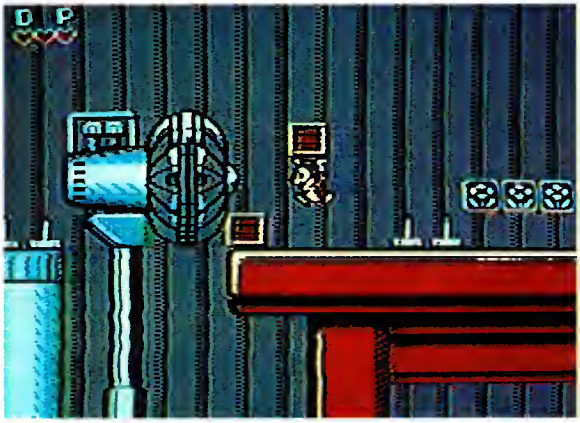


Since these pelicans can't walk, it's easy to avoid them. Stay out of their way unless there's one directly in your path.

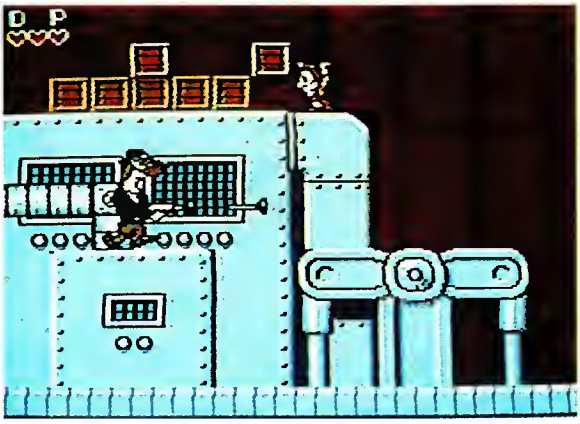


This is Fat Cat's right-hand feline, the boss of the casino. There are two spikes on the floor — if you stand just to the left of the spike on the right, his missiles will miss you, but you can still hit him.

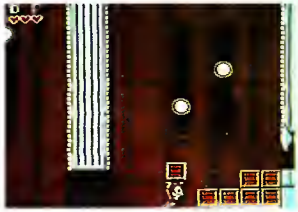
Remember that the map is just a guide for getting to Fat Cat. You can take shortcuts to the casino without missing any items you need for the final confrontations. You will, however, miss some of Gadget's advice, which sometimes can help you make it through the game's trickier sections in one piece.



Be especially careful around these fans. Their air current can sweep you onto the thumbtacks before you can say "ouch!".



It's difficult to get by the ducks carrying plunger guns because you can't stoop under their missiles. It also takes two crates to knock them off the screen.

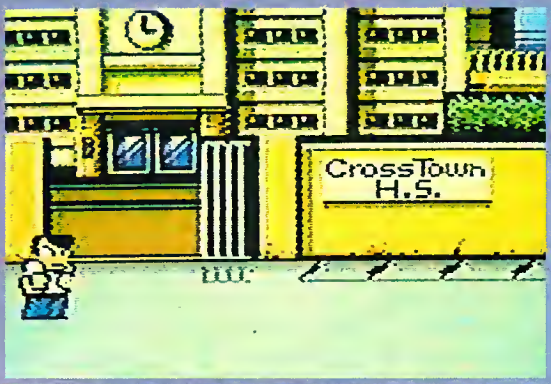


Use the crates to turn off these machines, or else the battleaxes will turn you into minced chipmunk.



Here's your chance to put Fat Cat in his place once and for all. Just watch out for the ashes falling off his cigar.

RIVER CITY RANSOM



Our hero starts with a visit to River City's archrival, Cross Town High, turf of the Generic Dudes — angry young men with a grudge against Ryan.

THE GAME

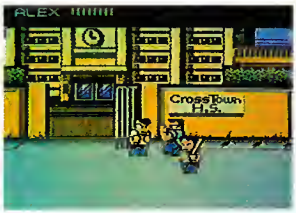
High school certainly isn't what it used to be. Once, a student's biggest worry was doing homework on time or getting a date for the weekend. But in *River City Ransom*, our preppie heroes, Alex and Ryan, have more serious troubles. Slick, the city's most powerful gang lord, has taken the students of River City High hostage.

As Alex or Ryan (or both if you play with a friend), you must make your way through hordes of Slick's henchmen, ranging from the wimpy Frat Guys to the tough Internationals. Every group has its own unique fighting style. For example, the Mob likes to use tires as weapons, while the members of the Plague usually opt for lead pipes. Also, some gangs hold grudges against either Alex or Ryan and may be more aggressive toward one hero than the other.

Fighting all these thugs takes a lot of skill and energy, and you can pick up both in the many stores of River City's malls. Each mall has restaurants where you can fuel up your power and stamina. You can find stores in which to buy special powers and fighting techniques with the money you accumulate by beating your foes.

River City Ransom combines cartoon-like graphics, humor, and a bit of strategy into an action game that doesn't require lightning-quick reflexes to play.

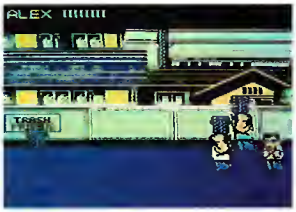
American Technos



The Generic Dudes like to use weapons when fighting. If you can make them give up their weapons, you'll have a considerable edge.



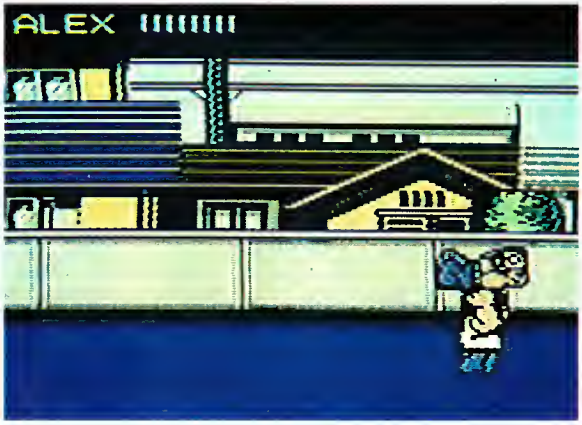
Don't forget to grab the bouncing coin whenever you beat up someone. Later on, you'll need every little piece of change you can get your hands on.



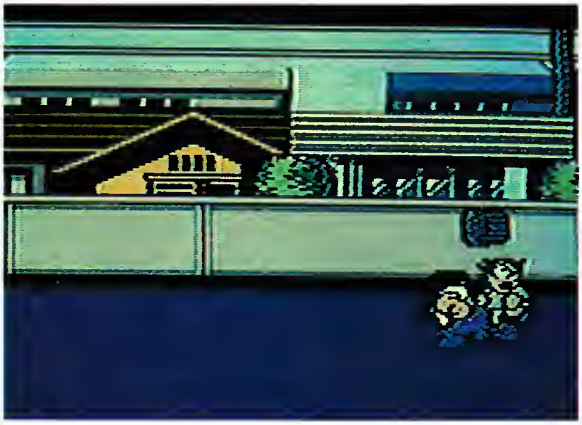
When was the last time you saw a trash can as the weapon of choice in a gang fight? James Dean certainly would never have stooped to using one.

Don't hesitate to go back over turf you've already cleaned up. The gang members usually recover quickly and seem to visit the bank to pick up more money as soon as they're back on their feet. You can really pad your wallet by leaving a scene, and then returning so there are plenty of hoods to beat up all over again.

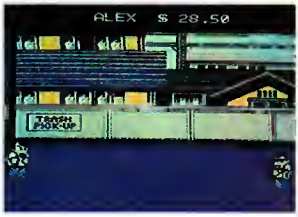
Instead of wading into a fight with your fists flying, try to observe the behavior of each gang's members. They fight differently when on defense or offense, and react differently depending on whether you're playing the game as Alex or Ryan.



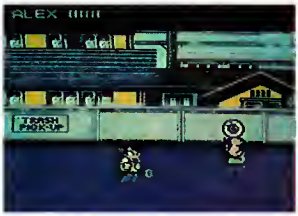
It looks like we've tuned in to a pro wrestling spectacular. Here's your chance to give these jerks a taste of your Hulk Hogan moves.



Trash cans can be effective weapons, but they do slow a guy down. They also make him extremely vulnerable to a well-placed kick.



Be sure to check your money meter occasionally. When you've saved enough, you can run to the malls and check out all the wonderful bargains they offer.



Wonder what kind of mileage they get with these tires? Let's just hope they rotate them every six months — or every 2,000 concussions, whichever comes first.

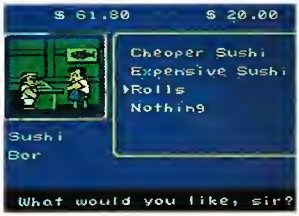
It really pays to strengthen yourself as early as possible in the game. If you can buy everything the Grotto Mall has to offer, things will be much easier for you later. Keep an eye on your status screen, and you can pinpoint the areas in which you still need skill improvements.



In the early stages when you have few or no special fighting skills, a stick should be your choice for the best all-around weapon.



Why not try a brief respite from the fighting in the Grotto Mall? There are lots of things to buy, but you'd better have plenty of money with you.



If you pick the sushi bar over the pancake house, try buying the rolls. They're relatively cheap, but they pack a lot of nutrition for any hero on the go.



Of all the things on this menu, the tuna roll may be your best buy. It's particularly effective for enhancing your stamina rating.

If you're playing in the two-player mode and one of your characters loses all his energy, you can get him back by moving the remaining player to the next scene, and then returning to the spot where he met his demise.



Books on ancient martial arts techniques can be purchased in the Grotto Book Store. For your first buy, try the "dragon feet."



You can get a good idea of your strengths — as well as the areas that need improvement — with an occasional look at the status screen. Take a look at it before wading into battle against the bosses.



If you have a sweet tooth, you can pay a little visit to the Metro Bakery. Just don't expect this food to have much effect on your strength or stamina.



Be especially careful in Sherman Park, the home turf of the Jocks. These guys are quick, strong — and they have a major grudge against Alex.

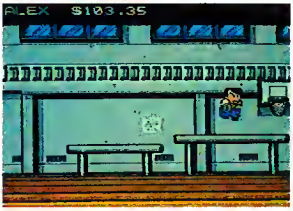
For the ultimate in kicking power, purchase the Texas Boots as early as possible. Unless you're fighting one of the toughest bosses, the boots are the only weapon you need. Be careful, though. Kicking drains your energy quickly.



The W.S.L. Co. Warehouse is on the Mob's turf, which means you must be getting closer to confronting Slick and rescuing the students of River City High.



Didn't your mother ever tell you not to play in the streets — let alone the thruway? Fortunately, you won't have to dodge any cars ... just Rocko and his boys.

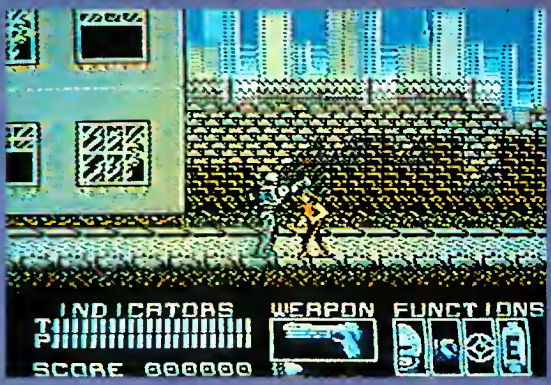


You're close now! Slick is waiting for you somewhere around here. If you want to find him, you'll have to slam dunk yourself onto the second floor.



So Slick is none other than your old nemesis, Simon. He's always had it in for you and Ryan. Now's your chance to make him pay for his treachery.

ROBOCOP



As criminals approach, your Foe Detector begins blinking. With your superhuman strength, you can easily defeat most enemies bare-fisted.

THE GAME

The place is Old Detroit, the once-proud Motor City, home of Motown. But now it's so infested with crime, so thoroughly corrupt, that the police can no longer control the city. Old Detroit is a war zone, and cops are just so many moving targets.

Enter OCP — a private corporation specializing in security. They have accepted a contract to enforce the law in Old Detroit. They envision a force of robot patrolmen, ruthless and invincible, stamping out the criminal element. And heading this robotic army will be a hybrid, part machine, part man.

So, under the leadership of Dick Jones, OCP begins work on a Robocop. But first they need a man, a trained officer. And he must be dead. You become the chosen victim, sent out on a suicide mission just so OCP can have its experimental policeman.

Once you begin patrolling the streets, you discover that much of the crime in Detroit stems from one place. Your task will lead you to the drug lord Clarence Boddicker, and eventually to OCP executive Dick Jones — the man responsible for your death.

Robocop is only loosely based on the 1987 movie of the same name. Much of your game time will be spent searching through complex buildings and dispensing with routine enemies. But the robots, though few and far between, really liven up the action.

Data East

Criminals have a nasty habit of attacking while your back is turned. As you progress through the game, watch the windows you've passed. Be ready to turn and punch. And remember that even the dogs of Old Detroit are out to get you. Watch them carefully — they really move fast.



When this biker comes at you, kneel and get ready. If you punch just as he begins his jump, you'll send him flying.



Be sure to watch for jars of power food and battery rechargers. The food increases your power gauge, while rechargers replenish the energy you use throughout the game.

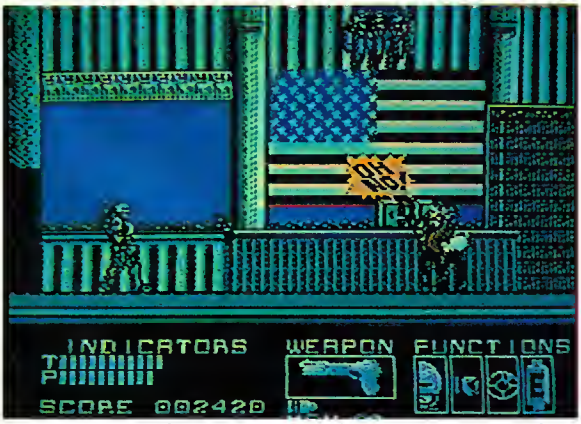


Once you enter the doorway at the end of Second Street, you'll run into this rusty OCP reject. Get down and pummel his midsection.

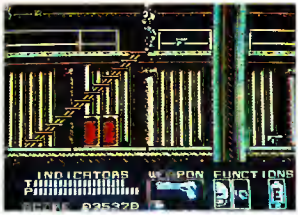
Don't try to fight the rolling wall of spikes in City Hall. The entrance to the mayor's office will be flashing on your right. Head straight for it. When you enter, you'll find the kidnapper is using the mayor for a shield. Don't shoot yet — you could hit the hostage. Instead, watch the mayor's knees. They'll start shaking, and he'll fall to the floor. Now make your move.



As you approach City Hall, you'll be attacked by thugs with rifles and flamethrowers. Stand just out of range and shoot diagonally to get the sniper. Duck under the flamethrower between blasts and shoot up.



Once inside City Hall, search these rooms for a secret passage straight to the mayor's office. With your infrared vision, you'll see the wall hiding the passage begin to flash. Punch it down.

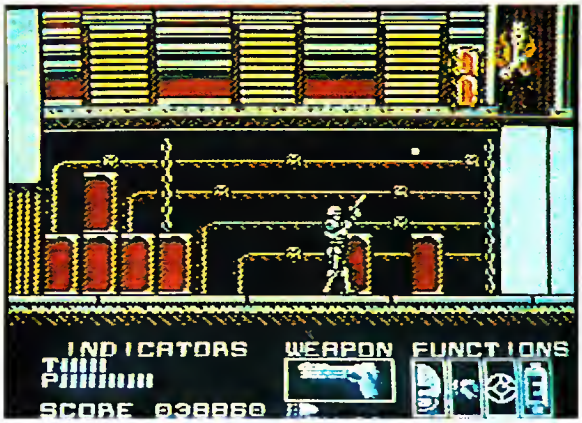


On this floor you should find the Cobra gun. You need it to destroy the enemies you'll soon face.

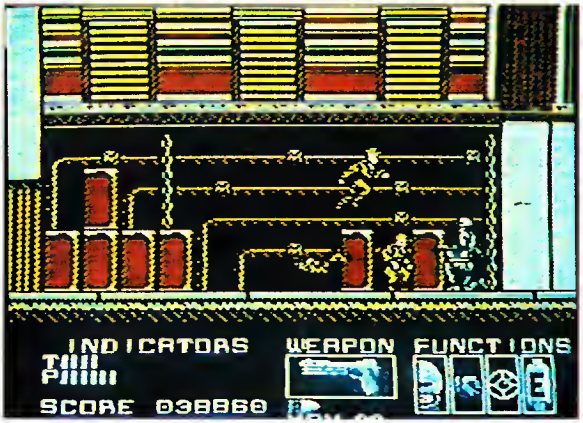


The factory is huge, with plenty of hiding places. Use caution — you're going to be attacked from every side.

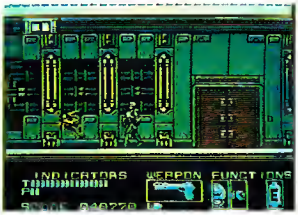
The OCP Building is guarded by some sophisticated technology. Stay low to shoot the red security drones. Shoot them all. The last one will leave a recharger. Two guards with shields try to stop you at the elevator. They'll drop a gun and recharger when you finish them off.



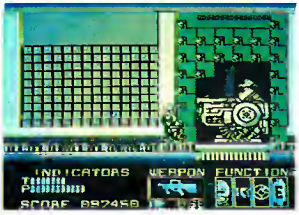
There's Boddicker up on that platform! If you shoot with your Auto-9 a few times, you'll scare him off.



These three foes are tiny, but they're mean. Finish them quickly or they'll finish you. Your shots will fly right over their heads if you don't stoop to their level. So kneel and keep squeezing that trigger.

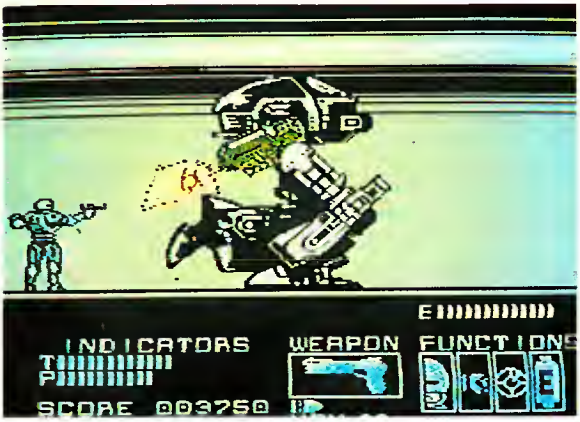


When you get off the elevator, you'll be attacked by thugs and by laser cannons from the ceiling. Keep moving forward until you're beneath the cannons. They can't hit you there.

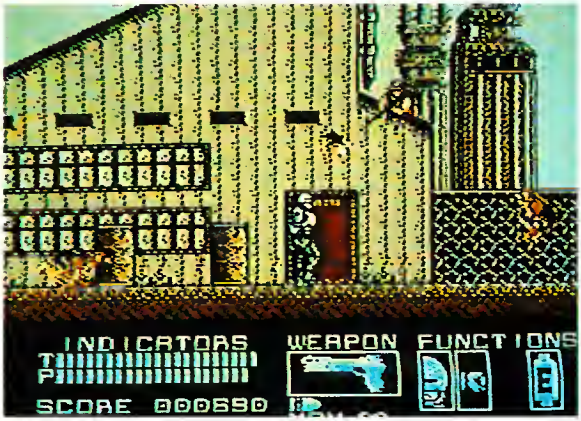


After you've gone through the doorway, this massive cannon will rise from the floor. Watch the pattern of its shots. Move closer or farther, shooting as it does. It will take several hits.

Things get hairy when you reach the abandoned steel mill. Quickly down the helicopter that attacks you, being careful not to take any hits. There's plenty more to come. A blast from the Cobra gun takes three or four power points off your gauge. And you can't afford not to be in top form.



When you meet ED-209 — Jones' personal security guard — concentrate your fire on its underside, and move as it does. Even once it's destroyed, you still can't touch Jones. You can't arrest an OCP employee!



Mission 5 takes you to an abandoned steel mill, where Boddicker waits for you. Watch for snipers!

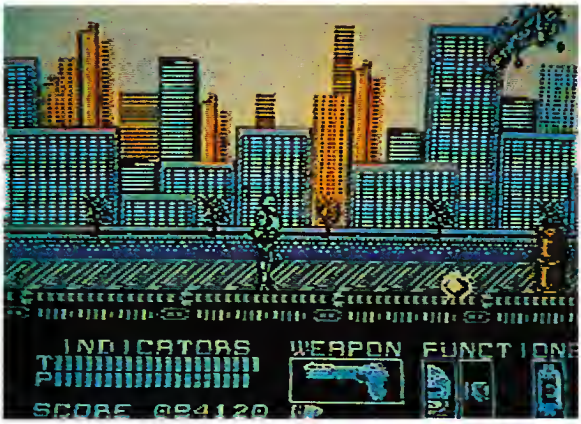


To beat Boddicker, shoot him constantly. As long as you keep hitting him, he won't be able to fire back. Once he jumps to the top level, stay with him.



Watch that overhead crane. If the girder falls on you, you're finished. And so is Detroit.

In Mission 6, your goal is simply to stop Dick Jones. Naturally, it's easier said than done. You'll find that the boardroom where Jones is speaking is guarded by all the machines you've seen so far. Don't overestimate your powers! The machines have the same flaws as before, but they are much more difficult to destroy. And you'll need all your power for your final battles.



The moving sidewalk leads to the OCP Building in Delta City. Shoot the barrels so you can proceed.



The OCP boardroom where Jones is addressing the directors is guarded by a familiar cast of characters.



When you see the new and improved ED-209, you'll know the end is near. Watch his pattern, forward and back. And use your Cobra gun.



So Jones finally gets what's coming to him. That's what he gets for taking the company president hostage. But is that the end? Well, it is for now.

ROCKET RANGER

Leslie Mizell

Originally a computer game inspired by those mad scientist classics and old space serials, *Rocket Ranger* is part camp, part strategy.

When aliens invade Europe, they form a country called Leutonia. You know they're up to no good, and when news leaks out from the occupied country that Leutonia's leader, Colonel Krag, is set on conquering the world, you know your suspicions were correct. When Krag kidnaps an eminent U.S. scientist and his daughter, you decide to take matters into your own hands. It's lucky you just perfected that new rocket pack!

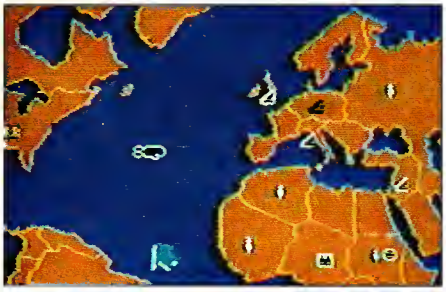
Your agents inside Leutonia send word that the Leutonians are mining a rare ore, Lunarium, from their lunar satellite in Earth's orbit. They're using the ore to manufacture bombs. Your job is tough — you must travel into occupied countries to find rocket factories, steal rocket parts, and construct your own rocket so you can blast off to the Leutonian moon. In addition, you must find the jungle and desert bases where the Lunarium ore is being stored. And last, but not least, you must rescue Professor Barnstorff and his daughter Jane.

HINT

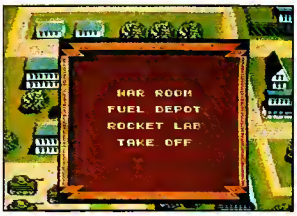
As time passes, your agents will gradually be discovered by the enemy and be killed. Even if you're down to a single agent, you won't have much luck blindly flying to countries searching for bases or rocket parts. You'll just be wasting time and lunarium.

First stop should be in the war room, in which you study a map of the world and contact your agents. When the game begins, your agents are spread out across the map. Don't move them until each one reports, then move three to Africa, one to the Middle East, and one to South America.

Keep moving those agents in Africa and the Middle East until each country is infiltrated, then move them into Europe looking for rocket parts. When all the South American coun-



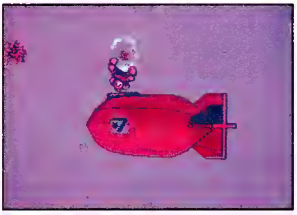
You have five agents spread out over the globe at the beginning of the game. Move the agent out of Leutonia and relocate any that are in Europe.



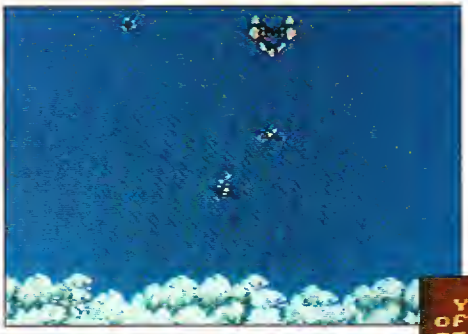
There are four places to which you can travel. For the most part, you'll be journeying between the war room and rocket pack launches.



Your agent in Leutonia will fill you in on Colonel Krag's plot. Read his report carefully, then move him to another country.

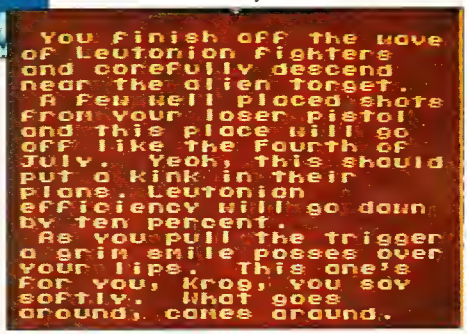


Your first opportunity to save the Barnstorffs is from a dirigible. You'll be fired on, but the real danger is to the Barnstorffs. One false shot on your part will cause the blimp to explode.



When you enter a dogfight, don't cross the path of a plane. The trick is to find an angle where you can hit them, but they can't hit you.

You should try to sabotage a strategic site whenever you can get to one easily. Each site you damage is a tremendous blow to the aliens' efficiency.



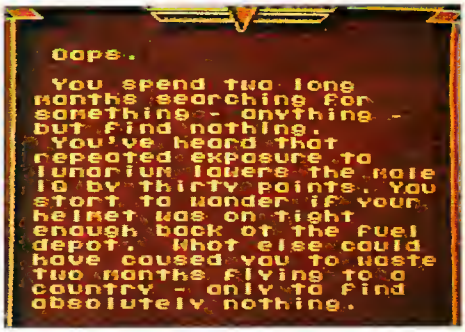
tries are infiltrated, have the agent set up a resistance movement in each country then — if he's still alive — move him into Canada to repeat the formula.

Once they've discovered both bases and most of the rocket parts, you can change your agents' orders. If you have them organize resistance movements, you can slow down the aliens and get more Lunarium.

While your agents are busy spying, you need to be on your toes as well. Your agents will report on the locations of strategic sites, rocket plants, and Lunarium bases. Destroying a strategic base will damage the Leutonians' efficiency. Travel to



Don't just travel randomly from country to country looking for rocket parts. It will just waste fuel — and you don't have any to spare.



Here's another problem with traveling to a country without finding out from an agent if there's anything there. With each month that passes, the aliens get stronger.



It's best not to use up all your Lunarium until you've found at least one of the storehouse bases. If you use up all your fuel, you'll be stuck in Washington, D.C.

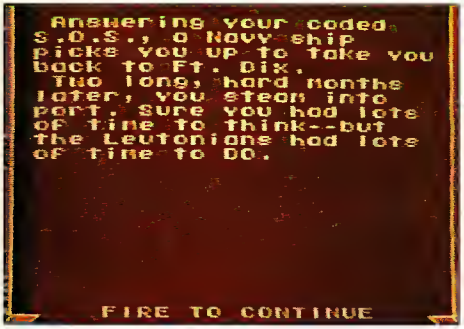
If you're truly short of lunarium, you can put enough in your pack for a journey *to* a country, then signal an SOS to make the journey home.



a rocket plant and you'll have to fight an alien guard before you can pick up a rocket part. The desert and jungle bases where the Lunarium is stored are the most dangerous places to visit.

The jungle base will be located in either South America or Africa. The desert base will be located in Africa or the Middle East. Rocket parts and strategic sites can be anywhere.

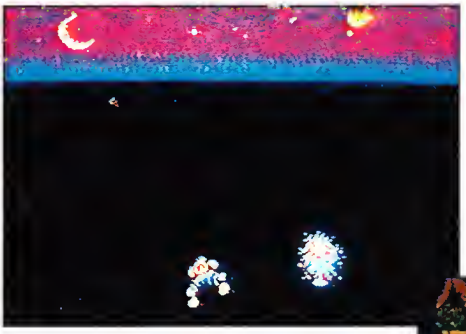
The original, computer version of *Rocket Ranger* was set during the 1940s, which fit better with the fantastic storyline. Jetpacks and rocket parts were all part of Buck Rogers 50 years ago; today, they're old hat. The aliens were Nazis in the com-



The problem with an SOS is, the time lost while you wait to return to the war room. Every squandered month results in the brainwashing of thousands.



You can watch the alien invasion continue from the world map. A symbol of Leutonia appears when a country has fallen.



You need patience to win at the desert base. The red ground vehicles race toward you, firing. Remember that you're moving toward each other, and fire accordingly.

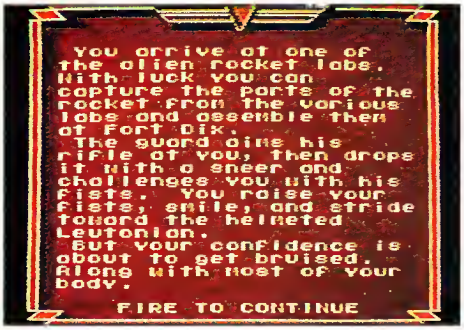
The jungle base is located somewhere in South America or Africa. Shots will come from the temple windows at left and right angles and straight ahead.



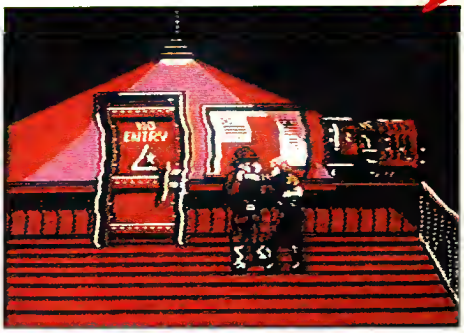
puter version as well, which gave credence to the invasion of Europe.

However, those changes aside, *Rocket Ranger* isn't a bad translation. The strategy needed for the original version is intact, and the arcade sequences are easier with a Nintendo controller than a computer keyboard. Our major complaint is that you can't see gunfire when you're being attacked, making it much more difficult (and unrealistic) to retaliate.

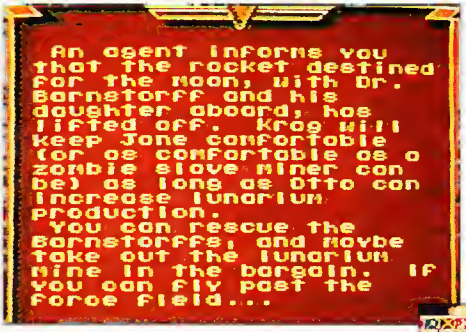
But for game players who like a little strategy along with their arcade action, and who like a little campiness along with their alien hordes, *Rocket Ranger* just may fit the bill.



You've found a rocket plant, but the alien guard would rather fight than shoot. He must be having a boring day.

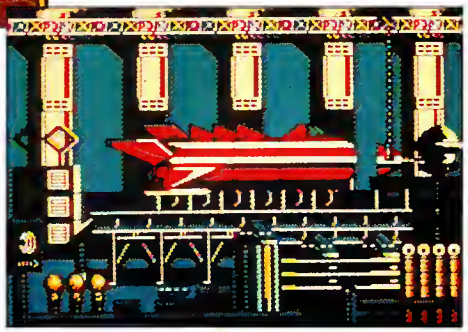


The fistfights aren't too taxing since neither of you can move around. Find a move that works for you, then stick with it until the alien falls.



Things are getting desperate now. With the Barnstorffs on the Leutonian lunar base, there's nothing to stop the aliens from world domination. That is, nothing except *you*.

It takes five parts to complete a rocket. Even then, you have to collect 500 pounds of Lunarium.



HINT

You'll probably have to go to both the jungle and desert bases to get the 500 units of Lunarium you need. As soon as you find one of the bases, you should have an agent organize a resistance movement. They'll smuggle lunarium out of the country to you.

Kemco-Seika
20000 Mariner Avenue; Suite 100; Torrance, CA 90503.



This time the Barnstorffs are able to live happily ever after. And if Jane is as pretty as they stay, maybe you'll live happily ever after, too.



Your final challenge — destroying the Leutonians once and for all.

ROMANCE OF THE THREE KINGDOMS



There are five scenarios and ten levels of difficulty in *Romance*. Each scenario presents a very different strategic situation with thousands of variables, insuring that each game will be different.

THE GAME

Here's another superb conversion of a classic personal computer game. *Romance of the Three Kingdoms* features vivid, tapestry-like graphics; subtle political and diplomatic maneuvering; and intense battlefield action.

The setting is second-century China — a nation divided into 58 squabbling provinces. The ruling dynasty has collapsed and the throne is up for grabs. As one of 16 ambitious warlords, you strive to carve out an empire, your eventual aim being to unify all of China under a single banner. No easy task, this.

You must recruit the most able generals available and then cement their loyalty. As for your rivals ... you can negotiate with them, bribe them, persuade them to marry one of your daughters, or simply attack them.

You'll interact with a huge cast of 255 characters (all based on historic personalities and each with individual character traits). The possibilities for treachery and disaster are as great as the chances for glory. Generals can betray you, floods can ravage your rice crops, plagues can decimate your population. To succeed, you must be resourceful as well as lucky, patient as well as ruthless.

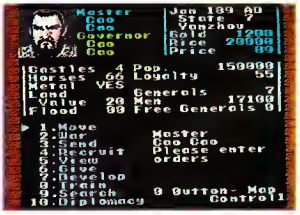
Romance of the Three Kingdoms is probably the subtlest and most complex strategy game released for Nintendo so far, yet it is marvelously easy to get sucked into. Truly an epic game!

Koei

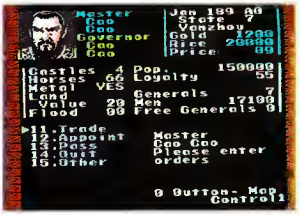
Unless you have unlimited time to play, you'll probably need the save-game feature — it often takes several "years" of game time for a scenario to really get rolling. And if your character is successful, his dynasty may last for generations. To protect a saved game, *always turn off the power by holding down the reset button and simultaneously pressing the power button* — otherwise, you'll lose your stored game data.



You establish your warlord's character traits by pushing the A button while random numbers flash. If not satisfied, you can do it again.

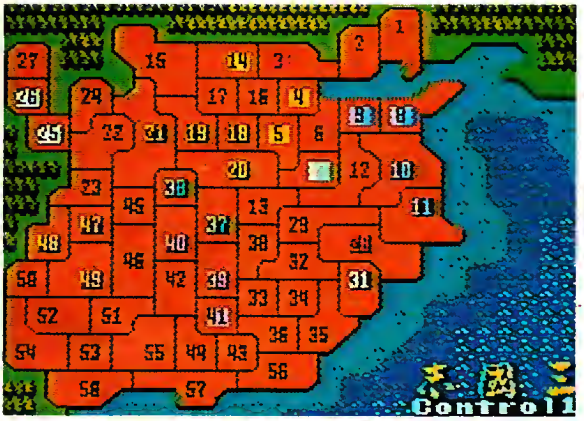


The main display shows the vital statistics for each province, the current price of trade goods, and 10 of the 15 commands you can issue.



Press the right arrow on your control pad in order to see commands 11-15.

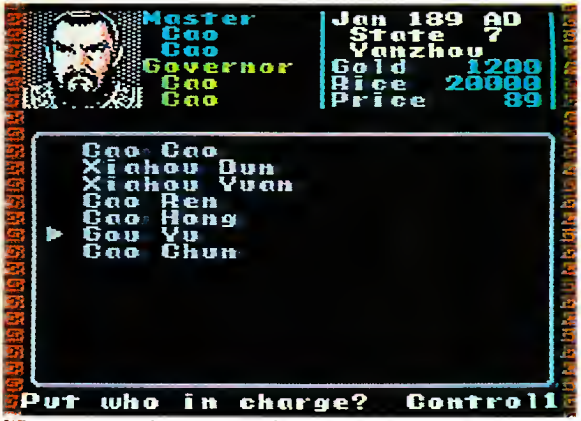
Marriages can be powerful diplomatic maneuvers. You can cement an alliance with another master by offering him one of your daughters. If he agrees to the match, his attitude toward you becomes much friendlier. If he is really hostile, however, he may just kill the girl and her escort, which will cause your own luck and charisma ratings to decline.



Press the B button to see an updated map of all China, showing who controls what land.



From time to time, a trusted advisor comments on your decisions. His guidance is usually worth paying attention to.

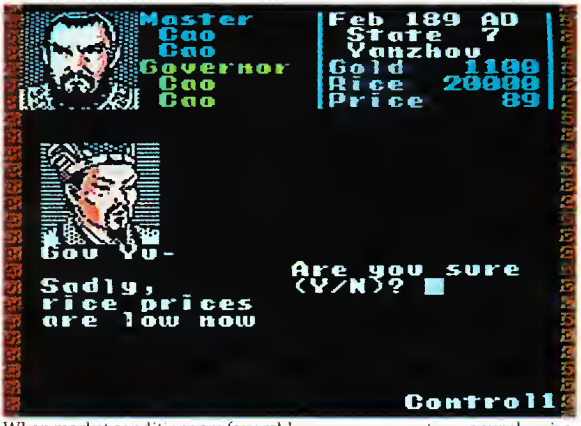


Whenever you order a project to be undertaken, try to put in charge a general whose abilities match the task.

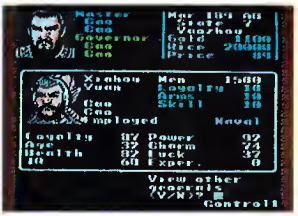


At the bottom right of the screen, animated characters show your orders being carried out.

Romance gives you the option of viewing battles that don't involve your characters and are fought by computer-controlled warlords elsewhere on the map. Until the complexities of Chinese geography and politics become familiar, it's probably a good idea to turn off this function. While it *is* entertaining to watch all the slaughter, it slows down the games, prolongs them, and may be distracting.



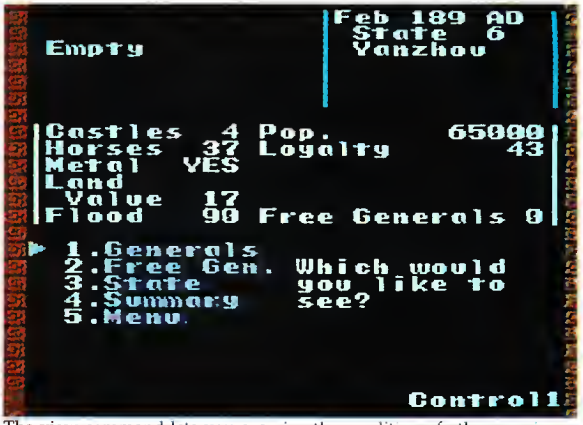
When market conditions are favorable, you can convert some surplus rice into gold or vice versa.



By viewing your own province, you can check up on the loyalty of your generals.

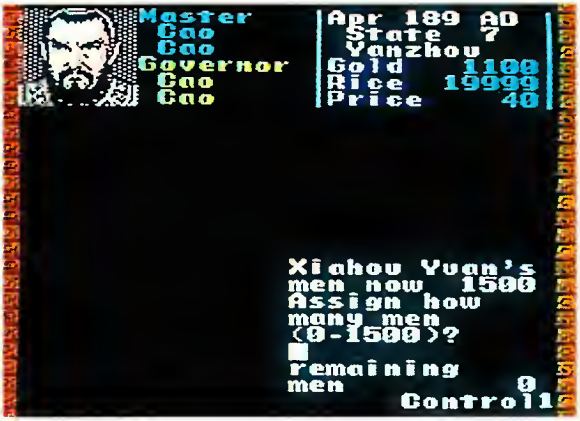


Increase your peasants' loyalty by giving them food. Do the same for your generals by giving them gold.



The view command lets you examine the condition of other provinces. Some are probably ripe for invasion.

During the setup for each game, you can select from between two different "personalities" for the computer-controlled warlords — either "warlike" or "rational." Beginners should choose warlike so that the computer behaves impulsively — even recklessly. This makes for a livelier and more winnable game. On the rational setting, enemies don't attack unless they're reasonably sure of a victory.



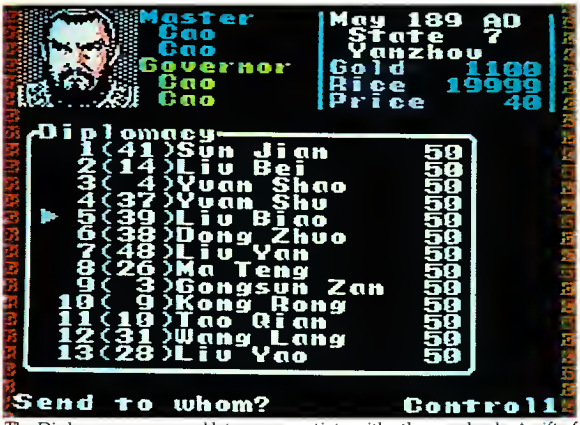
Assign the largest number of troops to the smartest and most loyal of your generals — especially if you plan to launch an invasion anytime soon.



Use Train to improve your troops' ability without spending any money on them during that month.

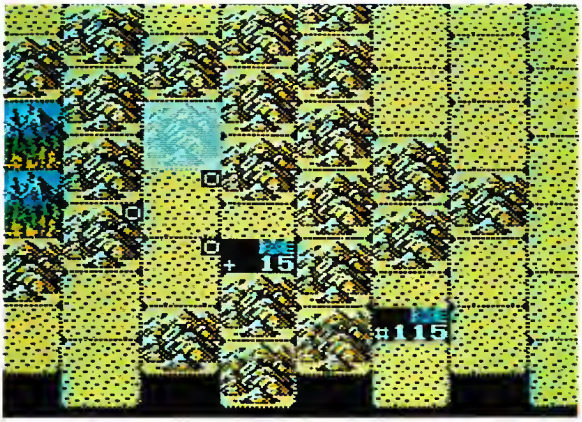


Don't launch an invasion unless you have enough gold and rice to sustain your army in the field.



The Diplomacy command lets you negotiate with other warlords. A gift of gold or a good horse may pave the way for an alliance.

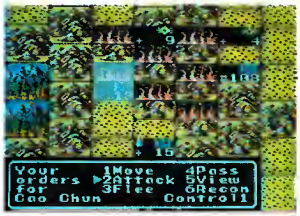
Your first priority should be to study and correct the weaknesses of your own state(s). If your province has a high risk of floods, use the Develop command to improve flood control and increase crops. Remember that if your peasants' loyalty declines (from taxation, plundering, or natural disasters), you could face a rebellion.



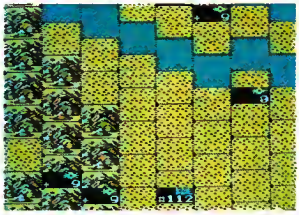
Use the Recon command to study the terrain carefully before planning your tactics.



Different types of terrain have different effects on troop movements and on combat results.



Attacks with fire can be devastating, but be sure you check which way the wind is blowing before you start one.



It's wise to recruit some generals with a naval capability. Otherwise, a river presents an almost insurmountable obstacle.

SNAKE'S REVENGE



During the mission briefing, intelligence provides you with a glimpse of your goal: the dreaded Metal Gear II.

THE GAME

It's too soon for congratulations, Snake. Sure, the vile Colonel CaTaffy is just a memory since you and the Fox Hound battalion crushed him into dust in *Metal Gear*. But you're about to find out that CaTaffy was only a warm-up for the main event.

The infamous Higharolla Kockamamie is stirring up trouble this time, and your bunch of misfits is the only unit deemed tough enough (and crazy enough) to go after this madman and destroy his near-invincible Metal Gear II, a top-secret weapon.

Once the battalion's Stealth Copter has dropped you inside Teristan's borders, you're pretty much on your own — except for the advice of J.T., a camouflage expert, and Commando Nick Myer, your demolitions man. And don't forget Jennifer, who has managed to infiltrate Kockamamie's headquarters. She'll provide valuable information by means of a radio link.

As you get closer to the dangerous weapon, make sure you replenish your weapons stores and search defeated foes for new weapons. Kockamamie has hundreds of followers, and your ammunition goes quickly — especially in the later stages. You won't survive this mission without finding certain weapons, and there are eight pass cards to acquire as well.

Even harder than *Metal Gear*, *Snake's Revenge* continues the excitement and nonstop action of its predecessor. Fans of the earlier game will probably like *Snake's Revenge* even more, while newcomers will find it a challenging first venture into action-adventure games.

Ultra



After the Stealth Copter dusts off, you, J.T., and Nick are on your own, save for the reports you receive periodically from Jennifer.



Resistance outside the complex is fairly light so it's easy to overcome. Kockamamie has stationed his best men inside the fortress.



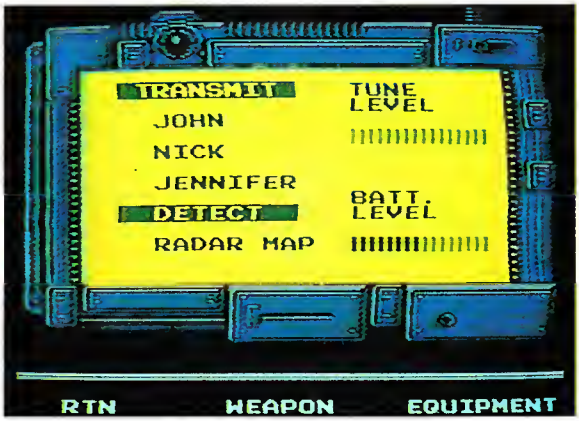
Snake's infiltration abilities *and* J.T.'s camouflage techniques are essential to making your way safely through the seemingly endless corridors.

If you're to have any hope of making your way through the defenses of Kockamamie's complex, you must have a silencer for your gun. You can find one just outside the door on the upper level of the building where J.T. is held after he's captured.

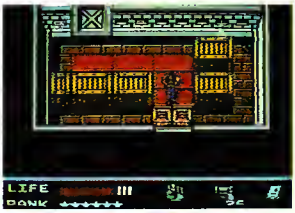
When fighting the Ultra-Sheik Nuclear Attack Tank, it's helpful to have a rapid-fire feature on your joystick so that you can lay three mines at one time. Stand a little to the right of the bridge's center, and don't run after the tank when it retreats. Instead, lay three mines and let the tank run over them. It takes approximately 18 mines to destroy the tank.



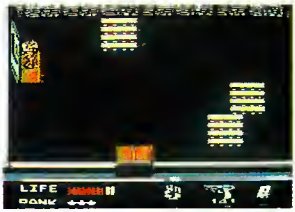
This huge block looks immoveable, but it just so happens that you have the strength of ten — or at least enough power to move this monolith. Take care, however, because it will slide back into place when you let go.



Jennifer can be quite helpful, especially after you've penetrated the outer perimeter of the complex. But if she has nothing useful to say, she won't respond to your calls.

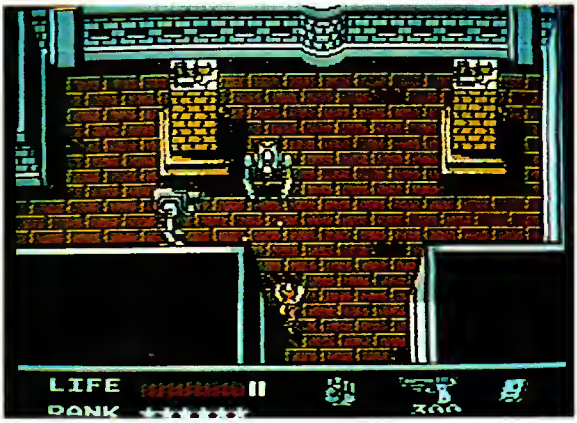


The different doors of the complex don't react the same way to your weapons, so it pays to have a wide variety of arms from which to choose. If you can't blast a door open, it probably means you need a pass card.

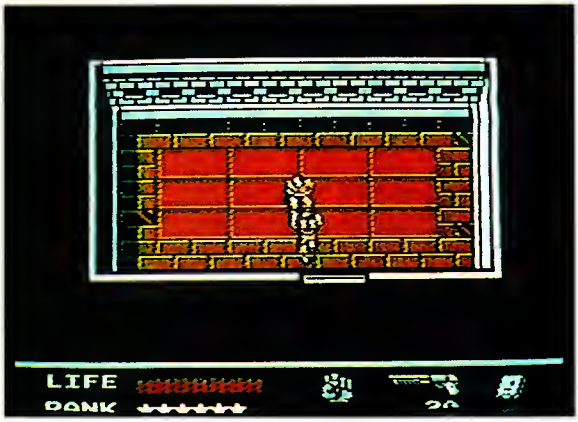


There's only one way to get into the inner areas of the fortress, and that's by using these floating platforms — along with some split-second timing.

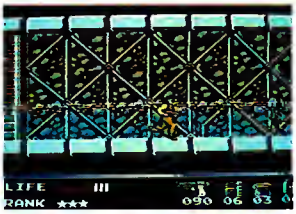
There's a hidden passageway in the desert that you must enter. You can find it by using plastic explosives to destroy some of the sandbags you see. Just to be on the safe side, you should have a guided missile handy to take out the enemies who emerge from the uncovered hole.



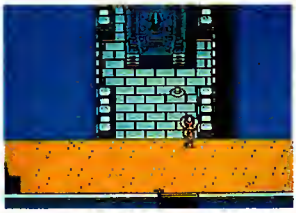
These robotic guards can't be fooled by your stealth or camouflage abilities, so your only hope is to keep moving — and firing — long enough to get by them.



It's a good idea to keep several canisters of truth gas on hand to use on captured commanders who are especially reluctant to cooperate. Otherwise, their information may only lead you into a deadly trap.

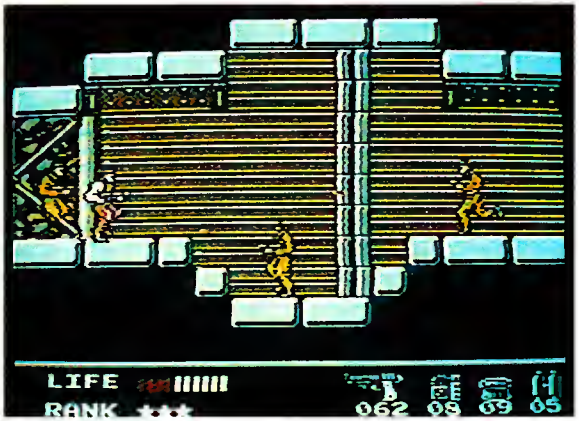


Whenever traveling underwater, you should always try to delay using your oxygen until absolutely necessary. Also, it's probably easier to avoid the mines than it is to destroy them.

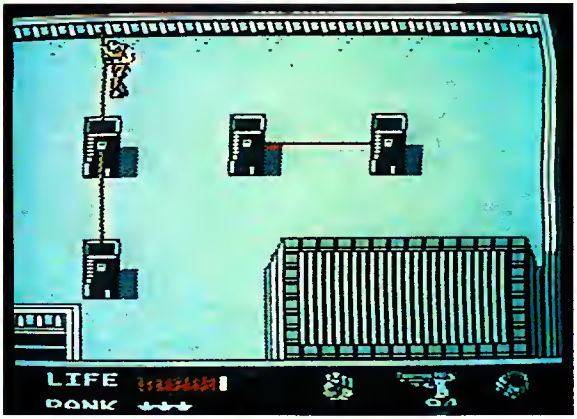


The Ultra-Sheik Nuclear Attack Tank is one tough customer, but if you have the patience (and the mines), you can pin it back across the bridge where it can be destroyed.

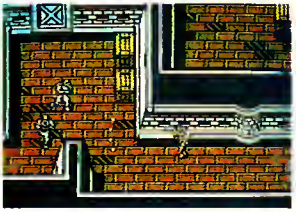
When you try to rescue your buddy, J.T., you'll discover that the enemy has set a trap for you using an impostor. Get to the top of the screen immediately because a pit will open in the middle of the room. It takes about nine guided missiles to defeat the bogus John Turner.



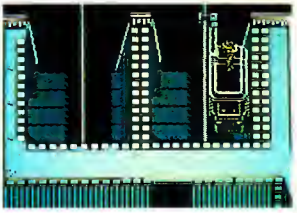
Often, you may return repeatedly to a scene to stock up on supplies. Although killing this guy won't always produce rations, every fourth time or so should provide you with food.



While one zap from the laser forcefields can end your mission, there is a pattern to the emissions. Just watch the lasers for a couple of minutes until you're sure what the pattern is.



Snake's pretty stealthy, but even he can't evade detection every time. Of course, if you didn't manage to find the silencer in the jungle, you could find yourself repeating this scene quite often.

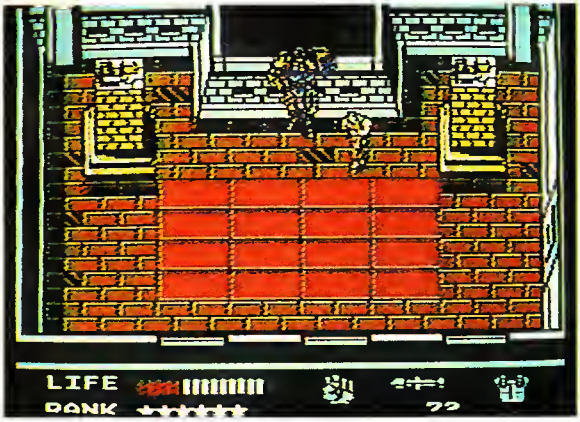


The cable cars can provide transportation to Kockamamie's inner sanctum, but don't be surprised if you have trouble finding a seat. Use a smoke bomb to get through the final door.

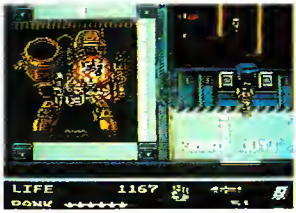
Kockamamie's an even tougher foe than you imagined, and it takes some ingenuity to defeat him. While he's in his normal state, close in and fire rapidly. When he changes into the cyborg, let him chase you out of the room since he's invincible as long as he's in there. Once outside, use lots of mines and keep an eye on your energy. Kockamamie isn't about to sit back and let you destroy him without a fight.



All eight pass cards are necessary to gain entrance to Kockamamie's quarters. All the weapons in the world won't help you if you don't have them.



Once you've managed to blast Kockamamie into a cyborg, you must lead him out of this room so that he can be destroyed by your rapid mine deployment.



You'd better have a good stockpile of missiles when you arrive here. Not only will you waste a lot of them just getting your timing down, but the garage where Metal Gear II is housed lies just beyond those doors as well.



The mission was a success, but the victory may have been pyrrhic. J.T. and Nick were both confirmed lost, and Jennifer's fate is as much a mystery as the woman herself.

SOLSTICE



Morbius' minions make off with the lovely Eleanor right before your world-weary eyes. Their destination must be Kâstlerŏck.

THE GAME

Peering through the tatters of your old sorcerer's robe, you gaze up to see Kâstlerŏck perched above the Sea of Sorrows. Home to Morbius the Malevolent for many years, the foreboding structure now houses someone else, a woman considerably more dear to you — the beautiful Princess Eleanor of Arcadia.

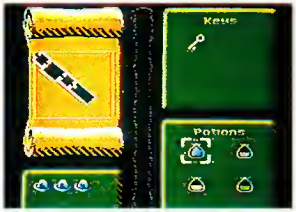
She won't be there long, however. Morbius intends to sacrifice her to the forces of darkness in return for world domination. That's her fate — unless you, as Shadax the Sorcerer, can brave the evils of Kâstlerŏck and gather the six pieces of the Staff of Demnos, putting an end to Morbius' evil plans.

Only by using your years of spell-casting wisely will you survive the more than 250 rooms in *Solstice*. Nearly every room presents a unique challenge to your intelligence, resourcefulness, and timing. You must find a path through each obstacle-strewn room before you can hope to reach the princess.

The many puzzles and traps of *Solstice* make it fairly unique among adventure role-playing games for Nintendo. It's similar to the earlier *Castlequest*, but with somewhat better graphics. While aficionados of wild action may be bored by *Solstice*, anyone who enjoys the challenge of logic puzzles will be charmed by Shadax's adventures in Kâstlerŏck.

CSG

Always inspect every object within a room for possible uses. The purpose of the blocks may be quite obvious, but you may have to rely on your ingenuity to use others effectively.



The Magic Map not only keeps track of where you've been and what you've found, but can also indicate the location of things you can't see.



You've made your way past the guards and have entered Kâstlerŏck. While it's usually best to follow the arrows, side trips into unmarked corridors can be rewarding.

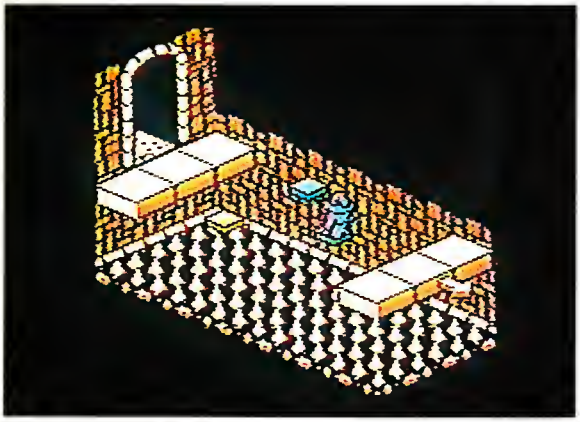


In this room, the idea is to move the block to the upper ledge, push in over on the troll as he passes by, and then hitch a ride over to the conveyor belt.

Don't hesitate to use the castle monsters when trying to solve many of the puzzles in the game. Often, the creatures of Morbius provide the only way to use the item(s) in a particular room. You can balance blocks on their heads, for example, to move across a treacherous floor.



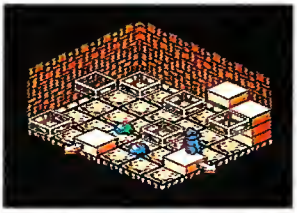
Riding that troll is a lot of trouble, but the reward is worth it. Without these jumping boots, you'll spend a lot of extra time stacking items to climb on.



It doesn't matter which platform you ride — just be sure your timing is sharp, or you'll end up on a bed of poisonous spikes.



There are four different keys hidden throughout Kâstlerock. All four must be found in order to complete your quest and save the princess.



The slime balls are pretty slow, so dodging them shouldn't be any problem. Just don't count on any of the transparent blocks to keep you above the slime.

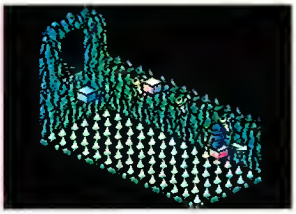
It pays to make frequent use of Shadax's Magic Map. Aside from its main purpose — mapping your progress — it will help you keep track of your inventory *and* indicate the locations of hidden doors and passages.



You'll discover that the trolls, while fierce, are somewhat lacking in imagination and are very predictable. Wait for an opening, and pass only one troll at a time.



Trolls are also a bit lazy and usually don't like to climb. So if you can keep to the upper ledge until you spot an opening, you should make it through the room in one piece.



The jumps here are tricky, but if you wait until the block you're jumping onto is headed down, your chances of success aren't bad.



These floor portals are the only access you have to some parts of the castle. Remember to orient yourself by checking your map immediately after teleporting.

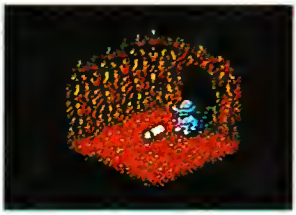
Throughout the game, you're given the opportunity to perform special tasks. Don't ever pass up the chance to do these, since the rewards (information concerning secret rooms) can be essential to your success.



Getting to that beaker of potion involves some fancy stacking. You must pick up a block, jump above the spikes, and then drop the block before you land on the spikes.



This jump is a leap of faith. The center block isn't visible when you first enter the room, but it will be there when you jump.

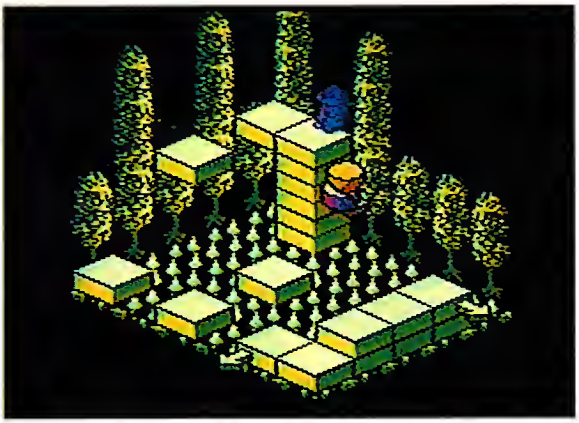


It may look like an old gnarled stick now, but when joined with its five brethren, this unassuming length of wood forms the mighty Staff of Demnos.

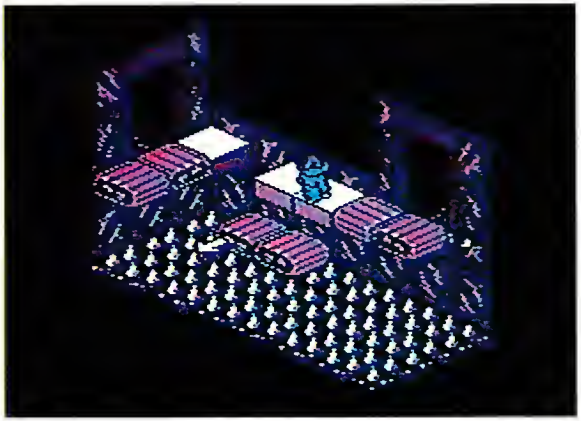


You can ride (with great care) the crystal balls over obstacles, but, unlike blocks, you can't carry them to where you need them.

It's important to acquire a pair of jump boots as soon as possible since many rooms can't be entered without them. Also, remember where you found the boots so you can return there, should you lose the boots by losing a life.



To reach the upper ledge in this area, you must stack one block on top of another floating block. The technique is similar to stacking the block on the spikes, but your timing is more critical here.



Don't loiter on the blocks too long, as they have a tendency to disappear at the most inconvenient times. Also, note the different directions of the conveyor belts before you jump.

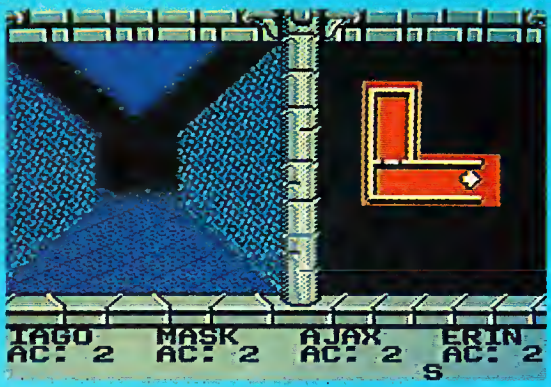


Don't pass up any spinning coins — each one allows you to use the continue mode instead of starting over if you lose all your lives. Also, collect three coins and you'll get an extra life.



While the ramps seem worthy of Escher's convoluted architecture, the solution to the monster problem is simple. With a little purple Elixir of Destruction, your worries are over.

SWORDS AND SERPENTS



As you explore the dungeon, your progress is automatically mapped on screen. These maps aren't saved when you end a session, however, so you would be wise to make a complete set of paper maps.

THE GAME

Swords and Serpents is the NES version of the complex role-playing game so popular for personal computers. You command a party of four — a mix of warriors, thieves, and wizards. Your quest is to destroy the terrible serpent lurking at the bottom of a vast 16-level dungeon. But first you must collect powerful jewel artifacts scattered throughout the dungeon, battle creatures whose bites and spells can be lethal, and avoid the traps and hazards you'll run into during the course of the game.

As you work your way down through the dungeon, the mazes and monsters get tougher, but you also accumulate experience points. These points lead to higher experience levels, which give you access to higher degrees of magic, strength, and agility.

There are temples on three levels where dead party members can be resurrected, spells recharged, and life points restored; armories throughout the dungeon where you can buy and sell weapons and protective gear; and teleporters and "zoom tubes" which help you travel rapidly from one end of a level to the other, or from one level to another.

Mapping is a crucial part of *Swords and Serpents*, and Acclaim actually gives you a full set of map templates, including a completed map of level one to get you started. Use clear points of reference to keep from getting hopelessly lost.

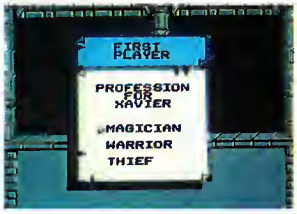
Swords and Serpents is a tough game, but a fair one. For those who enjoy the pleasures of exploration, it should provide days, if not weeks, of fun and challenge.

Acclaim

Normally, you only encounter one or two monsters at a time. When you do run into a larger band, you can assume that they're guarding something vital that you must fight for. On deeper levels, you may encounter as many as eight monsters simultaneously. That's when your powerful spells come in handy.



There are four members in each party. You can create your own characters, or use the four that are pre-programmed.

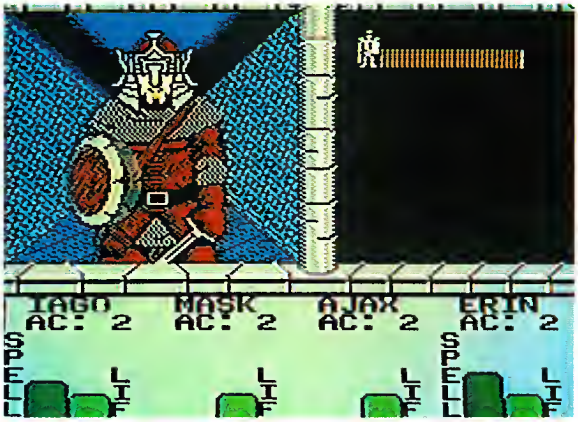


You definitely need one magician to complete the game; two is even better.

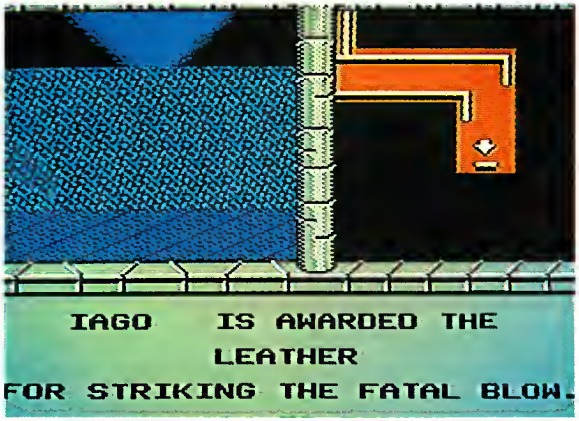


The old hermit appears once or twice in each level. Sometimes he just spouts general advice, but other times he may offer valuable clues that should be jotted down.

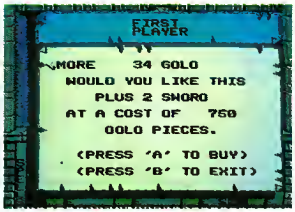
Take it slow when mapping. In long straight corridors, the on-screen graphics don't change much (if at all) when you advance one screen. Since all the dungeon levels are laid out in a 16-screen by 16-screen grid, it's not hard to coordinate your advance with your map-marking so that you don't lose count. If you're jumped by monsters, you may need to backtrack until you regain your bearings. Most of the time, the monsters won't jump you in the same place twice unless they're guarding something really valuable.



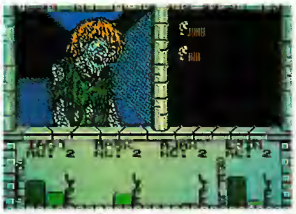
Enemies mostly appear at random. Some, such as this sentry, are easily defeated in the upper levels, but you won't find such pushovers once you get to level 4 or 5.



Sometimes you win weapons or pieces of armor when you defeat the monsters. More often, you just get experience points and some gold pieces.



Upgrade your weapons at the armory. Really potent items, such as this "+2" sword, cost a great deal — but they're worth every penny.



Pushing up on the crosspiece as you push the A button lets you aim at the opponent's head. You won't score as many hits, but head shots do twice the damage of a body shot.

You don't have to fight every time you're attacked. You can also choose to run away (individually or as a group). Usually — though not always — the game allows you to resume your forward progress without having to fight the same foes again. But some enemies are harder to escape than others. Bats, for instance, often follow your party for a while, biting them as they flee. You may take hits and lose life points anyway, but you'll have no gold or experience points to show for it.



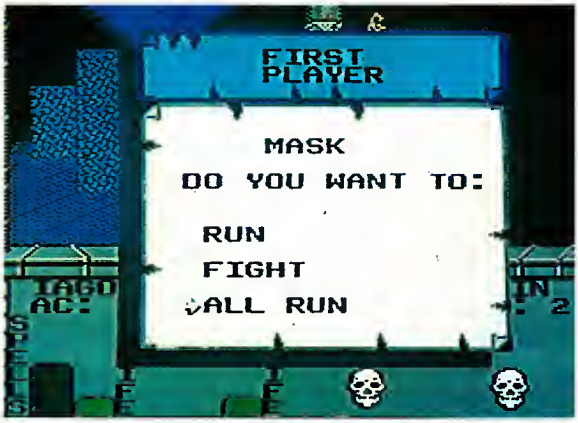
New and more powerful spells can be found in remote nooks and crannies.



Spells and life points are restored at three temples in the dungeon. If your whole party dies, they can be revived (minus their gold and experience points) at the closest temple.

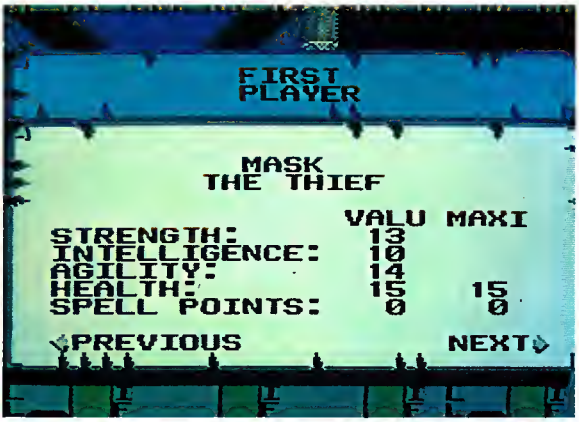


Be very careful when copying or reentering the codes for a saved game — a single mistake could lock you out of a game in which you've invested many hours.

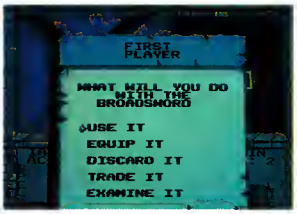


If you're outnumbered, or if half your party is dead, you can always run instead of fight. But you may still take some damage from bats, spiders, and other persistent creatures.

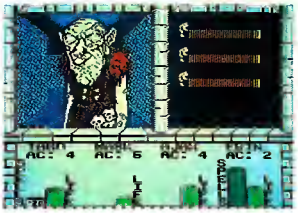
Neither automatic mapping nor accumulated experience points are saved. Gold and experience *levels*, however, are. If you're low on life points but have lots of gold, or if you've just been promoted to a higher level, you're at a good saving point. Then, when you reenter the game, you automatically return to the temple nearest your stopping point (there are temples on levels 1, 5, and 10), where all your spell points and life points will be restored.



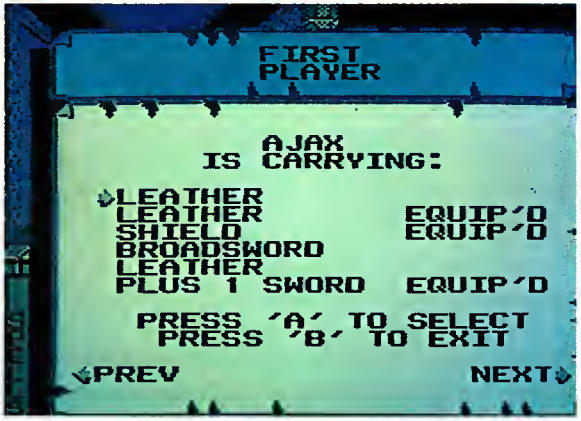
The B button lets you check up on each character's attributes.



You can equip yourself, trade items, drop objects, or view things by calling up this subscreen.



Enemies get tougher and more numerous as you go deeper into the dungeon. But by then, your party should be tougher and better prepared, too.

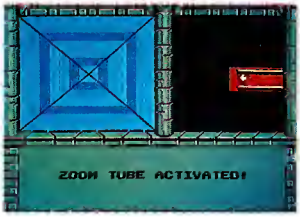


You can also use the B button to get a list of what each character is carrying. Remember — you can only carry six items or less at any given time.

When you find a seemingly inaccessible part of the maze, try walking through the walls. There are quite a few secret doors (which appear to be regular dungeon walls) scattered on various levels. Some of them, you can just walk through; you can access others only after finding or using something else.



The game warns you when you're approaching a zoom tube so you don't have to take a ride on it if you don't need to.

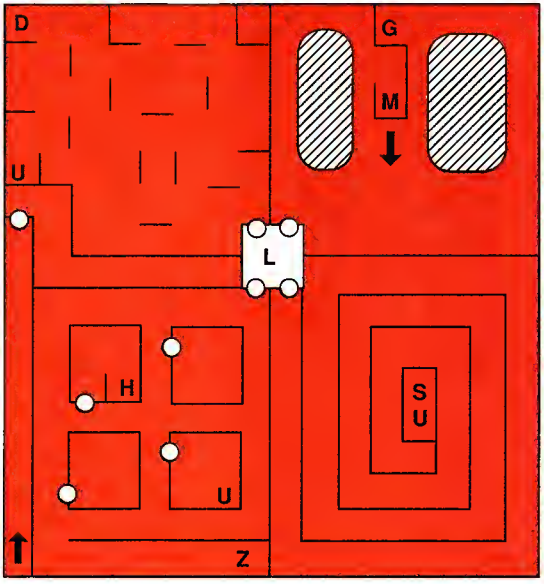


Zoom tubes are mighty convenient for going up fast, one level at a time.

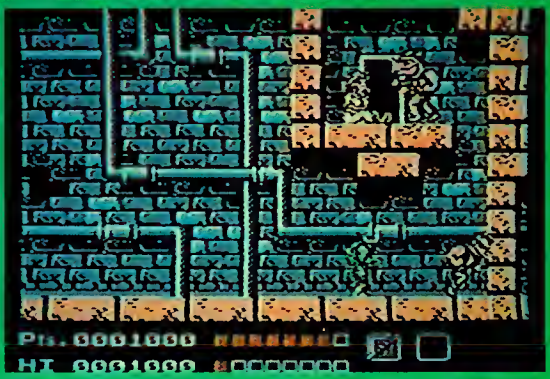
MAP TO LEVEL 3

↑ = STAIRS TO LEVEL 2
U = UNLOCKS DOOR
L = LOTS OF LOCKED DOORS
O = DOORWAYS
H = HORSESHOE
D = DEAD EYE SPELL
↓ = STAIRS TO LEVEL FOUR
? = ?
Z = ZOOM TUBE TO LEVEL ONE
M = MAGIC FOUNTAIN
(replenishes spell points)
G = GOLD KEY
S = SECRET DOOR

= BOOBY TRAP



TEENAGE MUTANT NINJA TURTLES



The first mini-boss you encounter looks like a pig. Donatello can simply stand out of his reach to fight this foe.

THE GAME

No one expected much when our peerless champions debuted several years ago in a cheap black-and-white comic book (now worth a small fortune). These heroes in a half shell are one of the most unlikely successes in pop media history. Now they're on T-shirts, in toy stores — and starring in their own Nintendo game.

The game-story begins when the turtles' human friend, April, is kidnapped by their worst enemy, the evil Shredder. He intends to brainwash April and recruit her for his army of Foot Clan Warriors. You have to lead the turtles on several missions. First, you must rescue April. Then you have to locate Shredder's Life Transformer Gun so you can turn the turtles' mentor, Splinter, from a rat back into a human being. Finally, the turtles must defeat Shredder.

Throughout the game, you also have to defuse bombs beneath the Hudson River, rescue any turtles who have been captured, and somehow defeat the dreaded Technodrome. You have control over all four turtles — Donatello, Leonardo, Michelangelo, and Raphael — but you can only use one at a time. You need to collect ropes in order to travel from building to building in levels 3 and 4, and, *of course*, find enough pizza to keep the brave amphibians' vitality high.

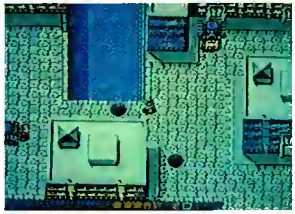
Ultra



When the game begins, April has been kidnapped by the nefarious Shredder.



Much of the early action takes place in the sewers. Let Donatello take the lead — he's the strongest turtle.



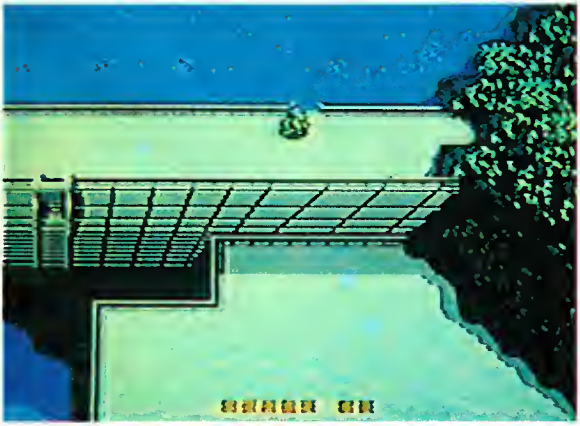
When your turtles get weak, head for the waterfront. There's pizza waiting inside that manhole on the left.

The turtles can be defeated by factors other than battle damage. Keep them well supplied with pizza (a whole pie means total revitalization, while a single slice gives a temporary boost), or they'll run out of steam and be captured. Also remember that turtles are air-breathing critters, and don't like to be kept underwater too long.

Raphael is a good choice to use against the smaller flying monsters. Use Leonardo when you need to conserve energy. Let Donatello take the lead against the toughest enemies, since he's the strongest. And when you need to employ a weapon with the maximum vertical range, bring on Michelangelo and his nunchucks.



April's rescue comes at the end of level 1. Any time thereafter, you can get messages from her on a sub-screen.



The underwater sequence on level 2 starts on top of a dam. Jump into the water at the place where the railing is broken.



You must defuse all underwater bombs before either time runs out or the turtle runs out of air.



April can help by telling you how many more bombs have yet to be found.

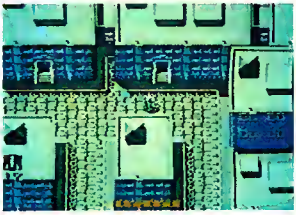
Before you go into the underwater sequence on level 2, better send out for some pizza. You need to have at least two turtles at full energy before you can possibly clear these screens.



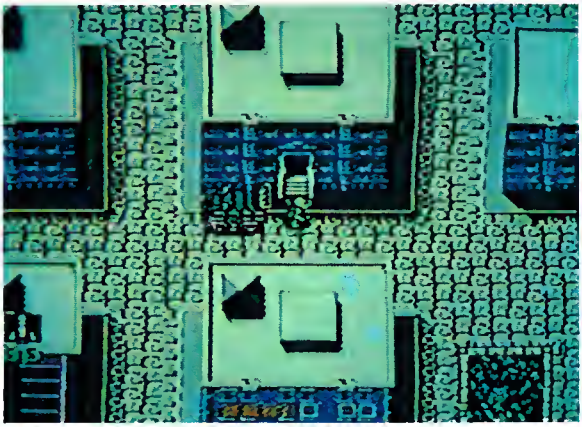
At the end of level 2, the turtles receive a sinister message from Shredder.



If a turtle runs out of energy, he's captured. You can only rescue one turtle per level.

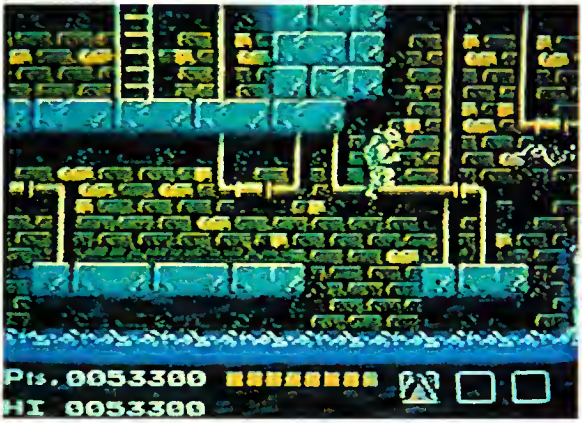


Only one location on each level holds captured turtles.



Use the Party Wagon in level 3 so the turtles won't be vulnerable to enemy roller-cars.

Level 3 takes place on the streets of old New York. You'll have to blast through a lot of enemy barricades, so don't set out in the Party Wagon unless you've collected at least 20 anti-Foot Clan rockets.



In the sewers of level 3, don't jump *too* vigorously or you'll hit the ceiling and take extra damage.



Mecaturtle, the level 3 boss, appears an ordinary tortoise at first, then changes into a deadly robot.



Use your throwing stars to battle Mecaturtle.

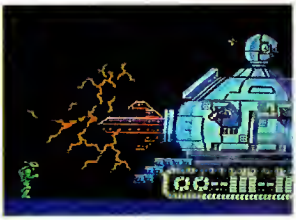


There's pizza at the sewer exit, and you can make it reappear several times by climbing in and out.

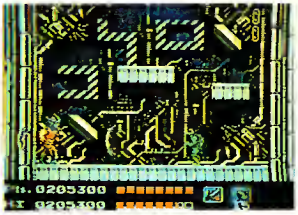
When you reach the narrow corridor in level 5 that's guarded by laser-equipped soldiers, advance *slowly*. Stop and duck when an enemy soldier comes on the screen. He won't be able to harm you, and he'll soon back off.



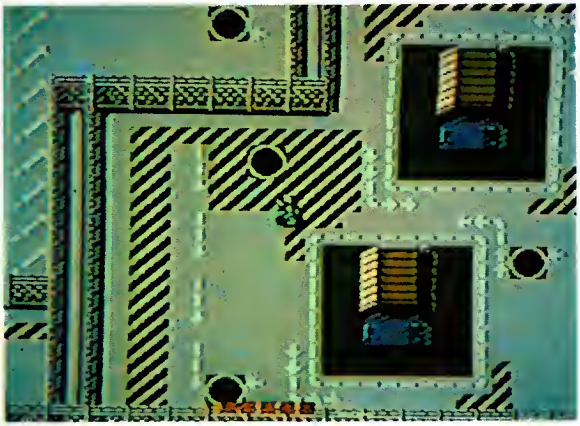
There's no way you can clear level 4 without collecting some rope.



Knock out the Technodrome Guardian with throwing weapons. But first aim for the hatches to keep enemy foot soldiers from joining the fray.



Attack Shredder with scrolls as soon as he appears.



Manhole 13 is where you'll find any turtles who've been captured on level 4.

TOTAL RECALL

Quaid has a big problem. Each new day brings to him a growing realization that his life is not his. Somehow, bits and pieces of another life — an earlier life — have begun to intrude upon his daily existence. Now Quaid is no longer certain what is real and what is not. The discovery that his former employer on Mars implanted a manufactured reality in his mind leads Quaid on a terrifying quest to track down his true identity.

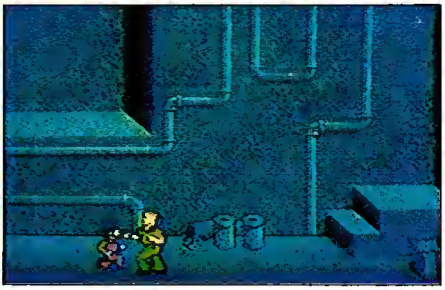
Total Recall, closely based on the movie of the same name, is a harrowing adventure in a future that may be closer than some may think. From the very beginning, Quaid is hounded by agents of the Martian government (including his own wife), who are determined to prevent him from discovering his former self. If Quaid succeeds, the whole story of the government's treachery will be exposed.

As Quaid, you begin on Earth, but even here government agents are in full force. Approach trash cans, alleys, rooftops, and almost any other locale with extreme caution. You can, however, use some areas to build up your energy reserves or acquire the weapons you need for your final assault on Cohaagen, your former boss.

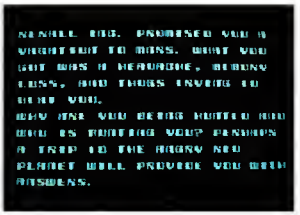
The subway is a particularly tough locale, where even vicious guard dogs get into the act, but the cement factory may be your toughest challenge — at least while you're still on Earth. Every

HINT

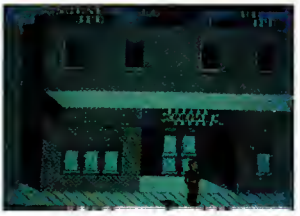
At the beginning of the game, you can really stock up on your energy by repeatedly going into the alley to battle the midget. It's a relatively easy way to accumulate stamina for the tougher challenges to come.



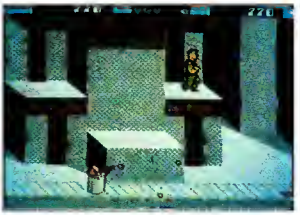
The midgets in the alleys can be annoying, but you should enter the alleys several times — you can really load up on energy.



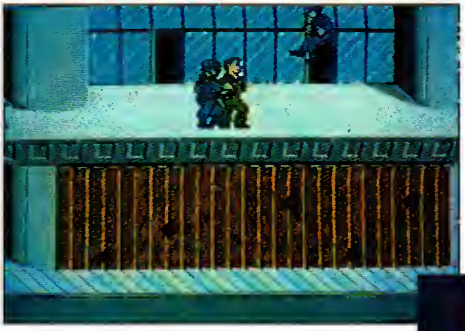
What was supposed to be a relaxing visit to the red planet has become your worst nightmare — and a threat to your life as well.



A quick return to Mars is possible with the continue option found in this theater. You can get the details inside.

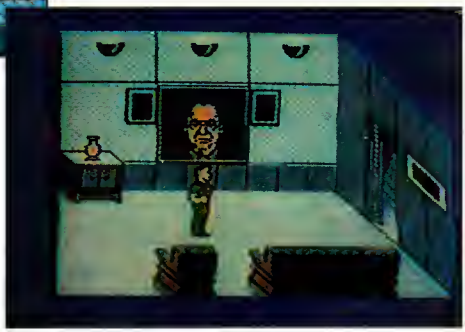


Your best strategy throughout this area is always to take the high road. This way you avoid the trash cans, and the other enemies have to come to you.



When fighting these cops, position yourself in the middle of the screen, and then punch left and right.

With everything else going haywire in your life, you probably believed that home would be the one place where you could find some peace. Think again.



room appears to be filled with less-than-friendly hobos who don't seem to be interested in your spare change. Also, several rooms contain wrecking balls which can descend with little warning.

You won't be able to go to Mars until you find a shuttle ticket. Then your troubles *really* begin. The moment you step off the shuttle, more agents — and robotic killers — descend on you. A wild ride through a maze of streets as you're chased by attack vehicles is a highlight of your vacation on the lovely red planet.



Unfortunately, your lovely wife is also an agent. You must kill her and then quickly get out of the house.



The Martian agents have all the latest tracking technology at their disposal. You need skill — and a lot of luck — to elude them.



In the subway, keep an eye out for snipers above you, and when the dogs attack, kneel and start punching.



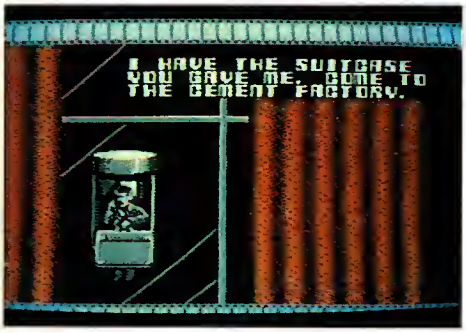
One of Quaid's few friends provides some welcome advice on how to avoid the agents' electronic scanners.

And of course, the streets of Mars are filled with all sorts of lowlifes hoping to earn the government's reward for your head.

When you finally make it to the mines (and find the answers to all your questions), you must battle your former boss. The outcome of the final showdown largely depends on how well you were able to prepare for it.

Activating the underground reactor finally brings down the agency.

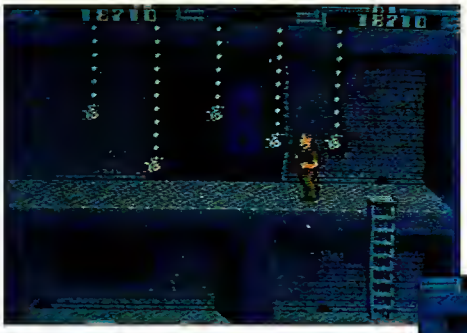
Total Recall, with its fairly close adherence to the movie, provides both exciting play and an interesting



Transportation to Mars may be available if Quaid can make it through the cement factory and track down the suitcase that contains the shuttle ticket.



While you shouldn't neglect the agents who chase you through the X-ray scanner, the floating "eyes" should be your main concern.



A bonk on the head with one of those wrecking balls could really give you some bad dreams, but if you'll take them on one at a time you shouldn't have a problem.

The way to beat the boss on this stage is to go down the ladder, then climb back up quickly. He'll toss his hat once, then freeze. After that, he's all yours.



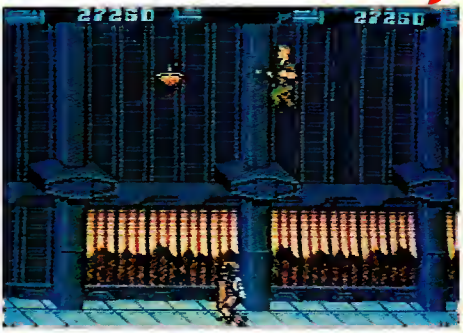
plot. Considering that many movie tie-in games differ wildly from their namesakes, Acclaim should be applauded for its fidelity to the look and the spirit of the movie. In particular, the X-ray scanner scene from the film is faithfully recreated here.

Total Recall is a fine addition to the genre of action adventure games for the NES. So get yourself "pumped up" and set off to find out who you *really* are.

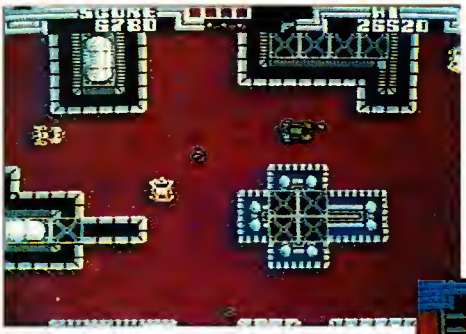
GP



The fact that Quaid can't remember taking this trip before is just more incentive for him to discover his true identity.

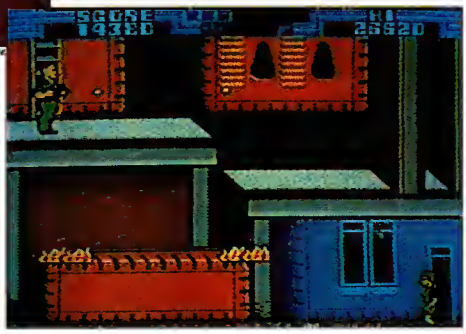


Be careful whenever you're fighting in this area. If you're next to a window when it breaks, you'll be sucked out by the depressurization.



Take it slowly through the driving sequence — except when you're crossing an intersection. In that case, wait for a pause in the traffic, then cross as quickly as possible.

This woman is pretty handy with Molotov cocktails, but if you can jump down directly on top of her, you should avoid getting burned.



HINT

In many stages, positioning yourself correctly is extremely important. For example, in the areas where the agents are dropping fireballs on you, it's best to stand directly underneath them, watch the patterns of their tosses, and then attack between each toss.

Acclaim

71 Audrey Avenue; Oyster Bay, NY 11771.



You've got to keep moving when you meet this guy. If you stop, you give him a chance to zero in on you with his bombs.



It's best to attack the frogs by getting behind them. You should, however, take special care around those falling stalactites.

WRATH OF THE BLACK MANTA



A major part of the game depends on your knowledge of the Ninja Arts — and that includes being resourceful about using each skill.

THE GAME

The ninja games keep coming, and manufacturers keep trying to figure out new concepts for them. It's not enough any more, for example, to slash and dash your way through 20 levels of opponents. Now games need plots, dialogue, strategy elements, and so on to raise them above the competition. *Wrath of the Black Manta* has all these things, and you need much more than simple dexterity to win.

To succeed, you must blend sorcery with swordsmanship. More precisely, you must become a master of the Ninja Arts and know which technique to apply in any given situation. The four arts you begin with are those of the Shadow, Fire Ring, Ground Fire, and Missiles. Once you've learned these secret skills, you have impressive powers including teleportation, or you can call the magic of the Fire Ring on your foes, freezing every enemy on the screen for a short time.

You need to be adept at locating hidden entrances and collecting clues as well. You must interrogate — none too gently — every hoodlum who falls into your hands.

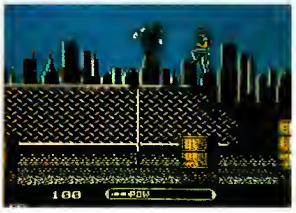
The game begins in New York City, and then progresses to Rio de Janeiro, where you'll visit a voodoo temple and fight for your life aboard a luxurious yacht. You'll also make a trip to Tokyo and eventually to the headquarters of DRAT (Drug Runners And Terrorists), where the Black Manta finally confronts the archfoe behind the kidnappings of the world's young people — and a whole lot more.

Taito

You'll find notes and letters scattered along your route. Be sure to jot down any information these contain — and remember that even things which may not seem important at the time will provide vital clues later.



There's a lot of dialogue in *Black Manta* — especially when you're interrogating suspects.



Street thugs attack you every few seconds during the New York scenes. So what else is new?

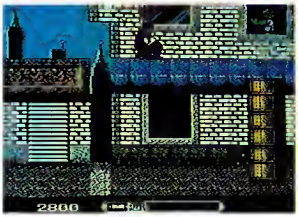


The first suspect you should interrogate is this weaselly looking guy dressed in red.

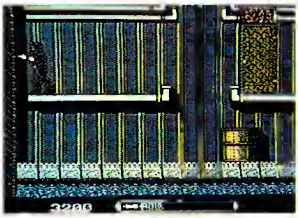
Enter any door you discover. Even if you only find more enemies inside, it's still to your benefit to check out each room.



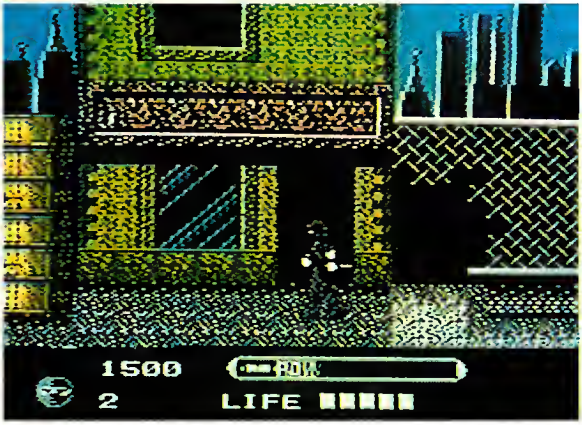
There's an important note on the other side of these oil drums, but watch out for the almost invisible hole just to the right of them.



The sniper in the window pops up as soon as you land on the ledge. Crouch down and fire at him when he stands up.



If you fire at the upper left side of this room, you'll uncover a hidden door.



The enemy is ready and waiting for you on the other side of this door. Snuff him before he can get you by ducking and firing as soon as the screen changes.

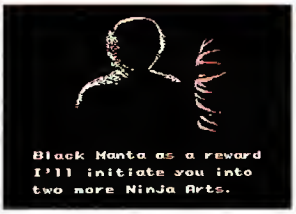
Rescue every kidnap victim you come across. The rescued children — along with the notes you find — provide the locations of hidden rooms. And there are valuable power-up items waiting for you behind the doors.



Each rescued child will say something — either a compliment or a clue. Pay attention to them and take notes.



The boss of Stage 1, "Tiny," drops bricks on you at regular intervals. Dodge them while aiming at his head.



Your master bestows new arts on you as a reward after you defeat a boss. The chances are excellent that you'll need them soon.



Early in Stage 2, capture a magic carpet and fend off your attackers with the Art of the Missile while you're flying.

The first boss you fight — "Tiny" — is vulnerable about the head. Use your Shadow magic to deal with him.



After you land, move left — but watch out for falling bamboo spears.



The boss of Stage 2 turns into a kind of totem pole. The bottom three parts are easy to defeat — just crouch and fire. The top one is hard. You should use the art of the Fire Ring.



You need extra height to take out this attacker. Your Shadow magic will let you do that.

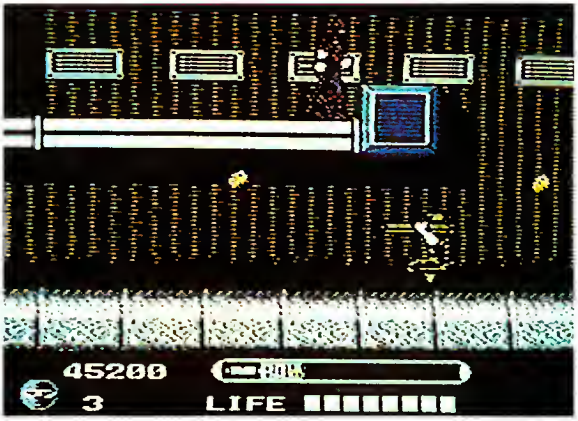


Midway through Stage 2, you're attacked by foes who can become invisible. Use your magic Fire Ring to defeat them.

Killing the final boss is very difficult. Not only does he use a hostage for a shield, but you must also find the four arts (out of all you've collected) that harm him. *And* you must use them in the proper sequence. Good luck!



The boss of Rio de Janeiro, the Voodoo Warrior, is difficult to kill. Make sure your power meter is full and stay on the upper part of the screen.



Back in New York, you need to use your new Fire Rain Magic to nail the guys with the rocket launchers.

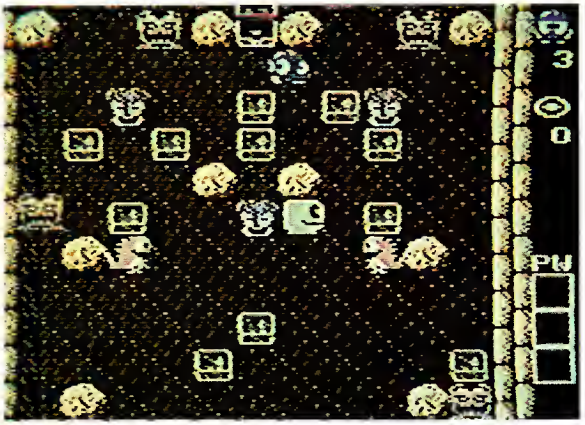


The bosses of Stage 4 are armored robot guards. Use the magic art of Invisibility to deal with them.



You must take an elevator to confront the final boss. When guards pop out of the doors on each floor, watch for a pattern. It makes it easy to zap them with your throwing stars.

THE ADVENTURES OF LOLO

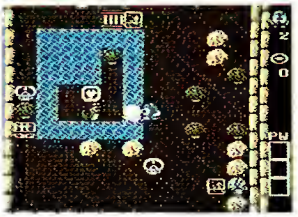


In floor 7, room 2, you have less work to do than you might think. Move the Emerald Framers to the right side as shown (password CZYY).

You have to work through *The Adventures of Lolo* room by room and floor by floor. If you can't solve a particular room, you're stuck. Here are a few passwords to help you bypass some of the toughest rooms — floor 2, room 1 (BJBM); floor 4, room 1 (BZZY); floor 6, room 1 (CPZH); and floor 7, room 3 (DBYV).



This is how the screen should look when clearing floor 3, room 1. Notice how the Emerald Framers are used to block.



Floor 3, room 2 (password BRBD) makes you learn how to float on an egg.

THE GAME

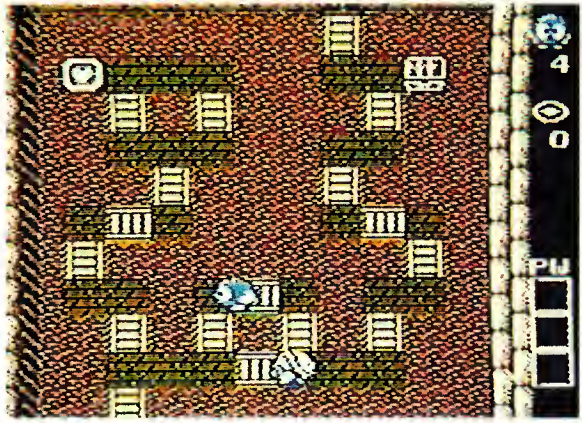
Poor Lolo! To save the kidnapped Princess Lala from the clutches of the Great Devil, he must conquer dozens of moving puzzles. Each room of the Great Devil's castle is different, and each presents a different challenge.

There are ten floors for Lolo to explore, and each floor has five rooms. To succeed, you have to think about each puzzle and try to decide which approach will work. But don't lose heart — there are passwords galore when you get stumped. You don't have to start at the beginning once you've begun your puzzle-solving quest.

In each room is a treasure chest that will open for Lolo once he's cleared all of the Heart Framers from the area. But to do that, Lolo has to learn how his enemies move, which items block his enemies, and how to maneuver himself to clear the room.

Once you've played *The Adventures of Lolo* for awhile, you'll discover that there are many ways to use the Emerald Framers, Magic Shots, and Power Options to help Lolo get from room to room. If at first a room looks impossible, leave it and come back later — you may be surprised to find that the answer will suddenly come to you as you think about the puzzle. But, if you're really stumped on one room, go ahead and use a few passwords.

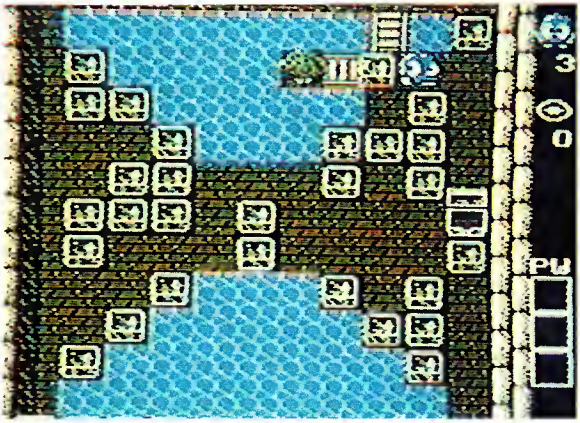
Hal America



On floor 9, room 1 (password DMYJ), you'll find your success depends on how fast you can make Lolo run.

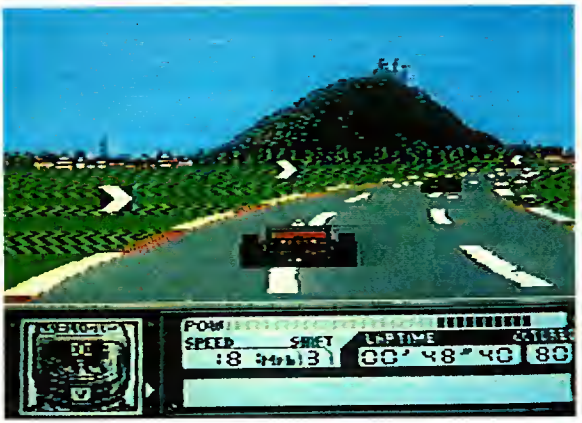


Learning the passwords to each room as you go along means you can stop and restart the game anytime.



Lolo must exit floor 5, room 1 at the top of the screen. Notice the position of the Emerald Framers (password CHZP).

AL UNSER JR. TURBO RACING

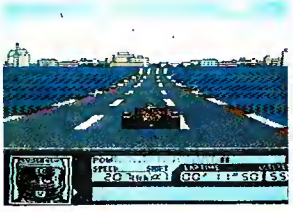


You should go as fast as you can on the straightaways, but slow down on curves — especially when another car is nearby. One slip-up can cost you the race.

Listen to Al's advice — he'll give you pointers before each race on how to handle the track. His words of wisdom often help you decide how to allot points to customize your car. For example, on tracks that have more straightaways than curves, you need more turbopower for maximum speed. On tracks with hairpin turns, you should put more points into the suspension system.



Read Al Unser Jr.'s advice carefully before each race. Often he'll provide the tips you need to customize your car to the next race track.



A good blast of turbopower should send you whipping around the track at more than 200 miles per hour in a matter of seconds. Take advantage of this feature on the straightaways.

THE GAME

Get ready to burn some rubber against the top drivers of the world in *Al Unser Jr. Turbo Racing*. From the pit crew to the racetracks, the game is filled with the same action you'd find in a real racing experience.

You can start right at the top as Al Unser Jr., or make a name for yourself by starting at the bottom of the ranks. If you begin as a novice driver, you're allotted 20 points to improve your car's speed, acceleration, durability, suspension, turbo, and pit crew speed. As you compete in races, you're awarded more points to apply to upgrades for your car. If you begin as Al, your car will be top quality from the very first curve since you receive 60 points for your car — the maximum number of points in each of the six categories.

Two practice modes allow you to study each of the 16 tracks before the green flag falls. The World Grand Prix Series is where the real competition begins. There, you'll have to run a qualifying lap for each race to determine your pole position. Naturally, the better your starting position, the fewer cars you have to overcome to win the race.

Al Unser Jr. Turbo Racing provides a realistic racing atmosphere because of the game's many features — you even have a choice of car color and background music. The graphics are on par with other racing games, and there is an above-average amount of screen flicker, but this shouldn't keep you from enjoying hours of turbo racing.

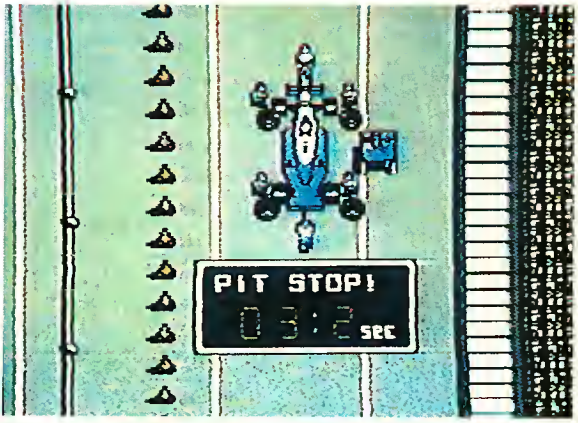
Data East



Before each race you have a chance preview the track. Run a few practice laps and then decide how your allotted points could best be used to improve your car.



When your car's screen flashes "refuel," get ready for a pit stop. If you run out of gas before you reach the pit, you'll be retired from the race.



Refuel and repair your car at pit stops, but remember — the more maintenance you choose to do, the more time you'll spend in the pit and out of the race. A fast pit crew can be vital to winning a race.

BAD STREET BRAWLER



Even in the heat of battle, our hero takes time out to play with a passing stray dog. But wait! This canine's out for blood. Pat him on the head if you must, but make sure your taps are lethal.

If you want to play a *really* fast game of *Bad Street Brawler*, just bypass all the little enemies and save your strength for the main bosses. You can scroll beyond the range of the minor foes if you move quickly enough — and they won't have time to do you great injury.



We don't know about *your* neighborhood, but Duke can meet some pretty interesting characters near his home. This banana-tossing ape and his friends pose a constant threat.



After each stage, you can turn in all the weapons you've collected for some easy bonus points.

THE GAME

Remember punk rock? Duke Davis was a punk rocker, back in those innocent days when music came first. That was before gangs of violent sleazebags began taking over the punk world.

Disgruntled, Duke left his band and disappeared. Secretly, he studied martial arts. When he was ready, he returned to stop those vicious thugs. But now the pleasant hometown he remembered had become a seedy metropolis crawling with criminal scum.

As Duke Davis, you pull on your Jams and wraparound sunglasses and set out to make the streets safe again. Defeating the myriad miscreants seems like an imposing task, but remember your training. Use the Stooge Hit to thump the enemy on top of the head, or the Trip to knock one down and pin him to the asphalt.

For a while, *Bad Street Brawler* is fun and holds your interest. Soon, however, the unbroken left-to-right progression and unchanging pattern of duck, attack, and advance becomes repetitive. Only the backgrounds of the game's five levels change. There are no level bosses. There's not even a ladder to climb or an obstacle to hurdle.

So in the end, experienced gamers will find that the humorous approach isn't enough to make up for the simplistic game play. But beginners might enjoy being Duke, the coolest of all vigilantes.

Mattel



You're not usually someone who would kick a man when he's down, but this is a Lawbreaker!

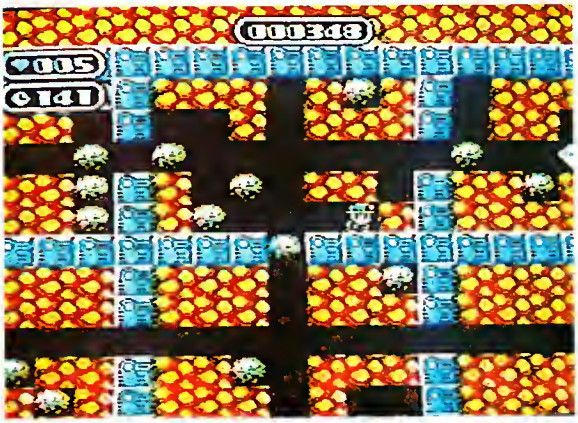


Between each level is a screen that lets you practice three basic moves on a punching bag. It also offers insights on life and human nature. Confucius has nothing to worry about.



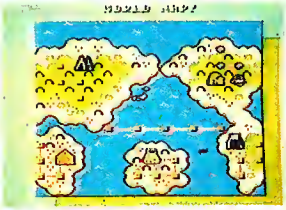
A couple of good punches send these villains to heaven. But if you grab their angel wings, you'll earn some extra points.

BOULDER DASH

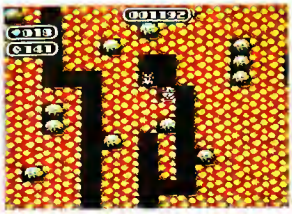


In the first several towns, the enemies are few and far between — but there's still the danger of falling stones to worry about. Always plan an emergency path when working around large piles of stones.

Although the stones can impede your progress, they can also be valuable aids if you plan wisely. For example, you can stand under a boulder until an enemy runs by, then step away to drop the boulder and mash your foe. You can also create a hiding place for yourself by making a narrow tunnel, then sealing it with a rock. And if you can manage to surround the amoebas with rocks, the amoebas will turn into diamonds. (Don't forget that if you get another enemy to touch an amoeba, that enemy turns into nine diamonds!)



You can begin in any town you want, but you still must get through all four towns on each world before going on.



Before you open a chamber containing a creature, be sure you've planned an escape route — a long, unobstructed path, with some way of blocking it off from your enemies.

THE GAME

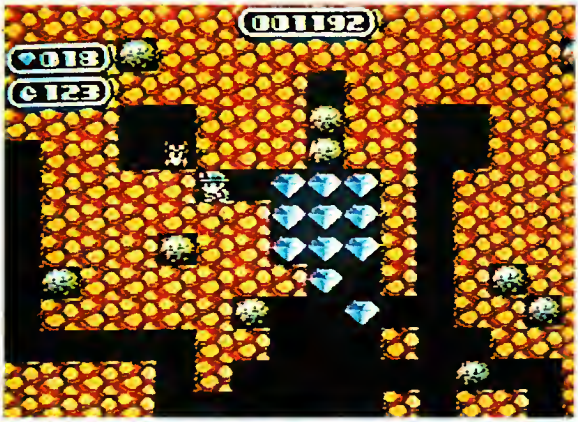
Old Stoneford was quite an adventurer, but even he had his limits. He was never able to find the Secret Jewels of the Six Worlds. On his deathbed, he called to his son, Rockford, handed him a tattered map, and told his son of the unimaginable riches waiting for the person who could survive the quest.

Boulder Dash places you, as the heroic Rockford, in pursuit of the Secret Jewels. You must search four towns on each of the Six Worlds, collecting diamonds and battling strange inhabitants as you advance. Check the upper left corner of the screen to see the number of diamonds you must collect before you can progress to the next town.

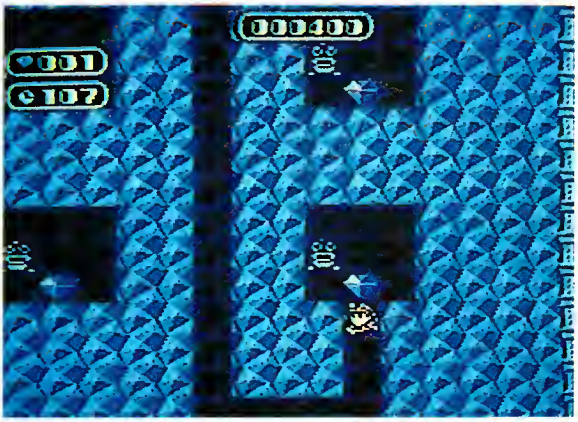
While this game play seems simple enough, you should realize that these gems aren't just there for the taking. Most are surrounded by heavy stones that can crush the life from any careless adventurer. In addition to the boulders, each town has its own odd citizens who seem to be there mainly to impede your progress. These characters can be deadly to Rockford, but they can be killed (or at least trapped) if you take the time to plan your moves in advance. You earn bonus points for killing enemies, and the points can be cashed in for extra lives.

Boulder Dash is a fine addition to the genre of tunneling games, as exemplified by the familiar *Dig Dug*. There's nothing new here, but fans will find enough variation to the familiar theme to keep them busy and burrowing for a long while.

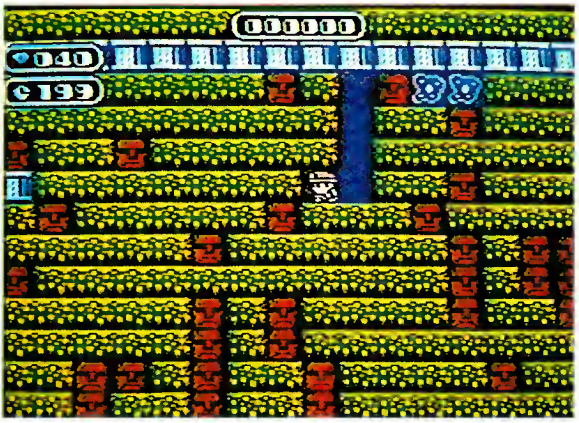
JVC



Certain creatures turn into nine diamonds if you kill them by dropping a stone on them. Just be careful that you don't break into the next chamber when you're moving out from under the boulder.

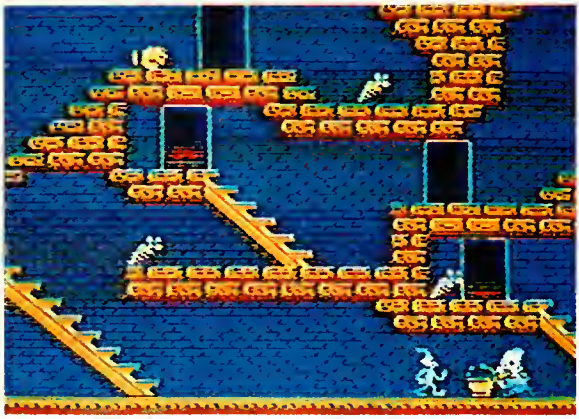


You must be quick if you want to grab that diamond before the Pingping in each chamber zaps you. Unfortunately, you have to go into all the chambers in this town before you can exit.



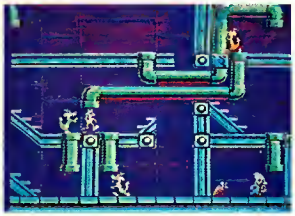
You'll earn diamonds if you quickly surround these amoebas with stones. If too much time passes (it varies from town to town), the amoebas turn into rocks instead of gems.

THE BUGS BUNNY CRAZY CASTLE

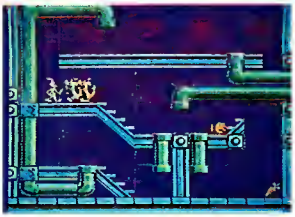


Wait until a cartoon critter is nearby, and then get rid of him by pushing the pail.

Bugs only has a few lines of defense, so you must use them very wisely. Check for the boxing glove first in every new room. It's the easiest weapon to use since a punch can be thrown at any time. Safes, crates, pails, and weights are only useful if you can time their fall to coincide with a villain's stroll underneath them. Use the carrot juice only when one (or more) of your foes is nearby since the juice only works for a few seconds.



You can escape close calls — as well as clear a path to other carrots — by ducking into the pipes. Enemies can't catch you inside a pipe.



If Sylvester traps you, death is inevitable.

THE GAME

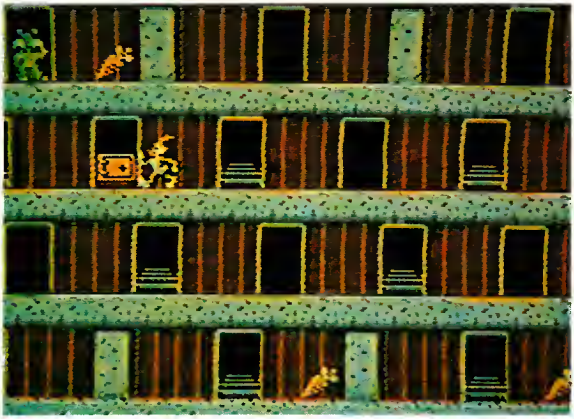
That wascally wabbit is back, but this time he's not the rascal. Sylvester, Daffy Duck, Yosemite Sam, and Wile E. Coyote have kidnapped Bugs' Honey Bunny and have hidden her in a 60-room castle. If that weren't bad enough, they're also guarding the carrots that Bugs must collect in order to advance from one room to the next.

As Bugs, you must maneuver through each of the 60 levels by avoiding Honey Bunny's kidnappers and collecting all the carrots you see. If just one of those rabbit-hating critters corners Bugs, it means instant death. Fortunately, you get five lives at the beginning of the game, and an extra life for each room you complete.

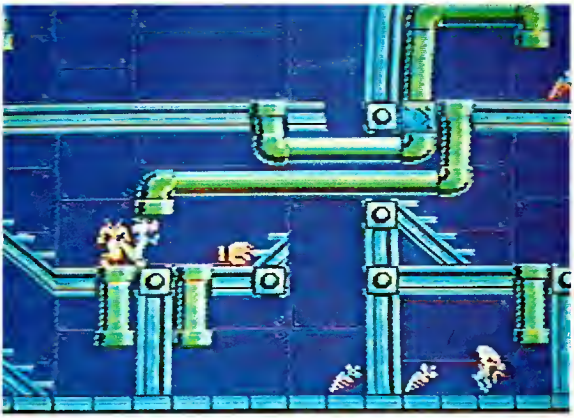
You'll need all your wits to outsmart your pursuers. In a pinch, you can collect random boxing gloves and wallop your foes. You can also push a safe, crate, ten-ton weight, or pail of water on top of those loony 'toons, or even drink some carrot juice and become invisible for a brief time.

Most bunnies would be worn out by this adventure, but not you. You'll soon become familiar with the scenery. Though there are 60 levels, there are only three basic backgrounds. You'll have to master different mazes of stairways in one, mazes of doors in another, and mazes of pipes in a third. *Crazy Castle* is obviously designed for young Nintendo players. Just as in Saturday cartoons, you may smash an enemy flat in one scene, but he'll be back in the next as good as new.

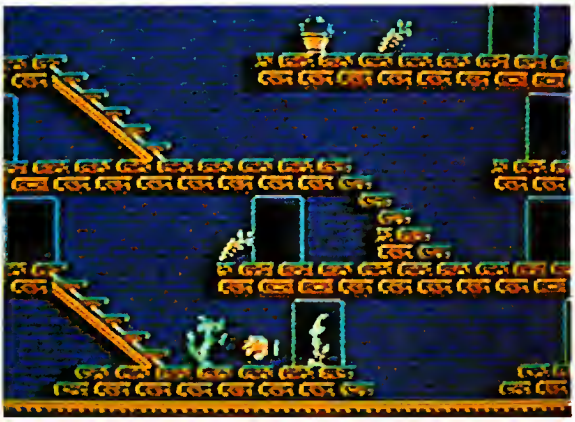
Kemco-Seika



The safe is another item you can use to destroy foes.

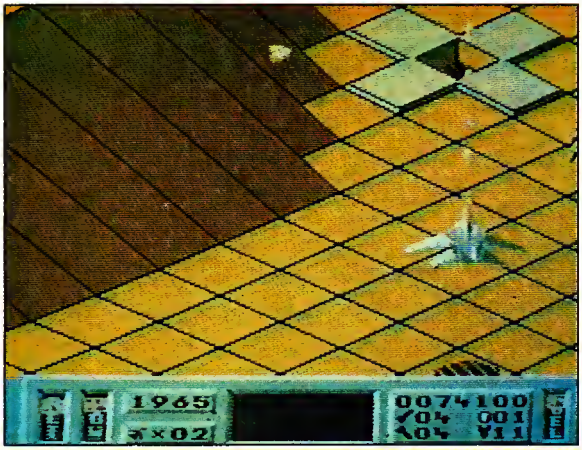


If you want that carrot, you'd better hit Yosemite Sam with a boxing glove.



Bugs can throw a mean punch to get out of tight situations. But there are only one or two boxing gloves per level, so use them sparingly.

Captain Skyhawk



Be sure to keep your eye on the fuel gauge as you make supply drops to the scientists. You might run out of fuel if you miss your target too many times.

Aliens on a mission to destroy Earth have invaded — and Captain Skyhawk is the only person who can stop them!

In remote corners of the globe, aliens have established four land bases that are draining Earth's energy and feeding it to their space station. When the power drain is complete, the invaders plan to vaporize Earth with a single laser blast.

As Captain Skyhawk, your mission is to fight the invaders, destroy their bases, and blow up the orbiting space station before they annihilate the planet.



Don't fly directly over raised areas in the gridscape. Chances are the aliens have booby-trapped the areas to fire at you — such as this mound that erupts like a volcano when your plane flies over it.

Top scientists have designed a special jet fighter for your mission — the F-14VTS. Equipped with a spy satellite view screen, you're able to see your plane from above as you fly into battle over amazing "gridscape" graphics. Your fighter is loaded with weapons from Phoenix missiles to Hawk bombs, and you need all the firepower you can muster since the aliens are fighting back with everything they've got.

Your battle plan consists of eight multi-part missions and a final assault against the enemy space station. But there's a glitch in the plan — the only device powerful enough to destroy the space station is the top-secret Neutron Cannon. And scientists are still working frantically to finish building the superweapon.



A land base consists of five armored domes. The center dome is protected by a force field that cannot be destroyed until you've blown up the other four domes.

In two of your missions (numbers

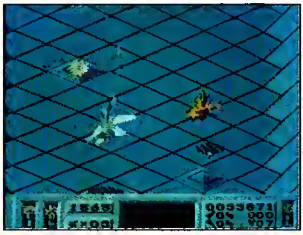
two and six), you must drop crucial supplies to the scientists working in secret underground caverns. Search for two large crosses marking the caverns and press the B button as you approach them to make your supply drop. Be careful — if you don't time your drop exactly, the delivery will miss the target.

In four of your missions, you encounter alien aircraft and ground forces defending the land bases you're out to destroy. You can earn points and extra lives by blasting the alien forces. In eight other missions, you must shoot down enemy jets in air-to-air combat. Use the square box superimposed on the screen to aim at the enemies, then use your missiles to shoot down as many as possible. You earn one credit toward buying weapons at your space station for each jet you shoot down. (Your plane automatically returns to your station at the end of a successful mission.)

After you pick up the scientist in mission eight, your secret weapon is complete, and you're ready for a showdown with the alien space station. As soon as you approach the orbiting enemy, fire your cannon by pressing the A button. You must blow up all of the outer pods and then the center eye to annihilate the aliens and save the Earth. GP



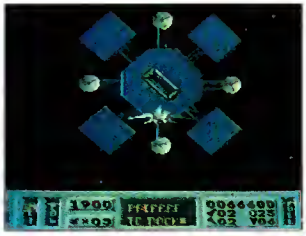
You must rescue two scientists before you can activate the Neutron Cannon. Destroy the perimeter defense system and the center pyramid, then the scientist can climb aboard your plane.



During some land base battles, an enemy chase plane appears on the cockpit view screen. You can avoid the alien aircraft by altering the speed of your plane.



You might find yourself flying over ocean waters or a polar ice cap, but stay on your toes. There could be a bogey on your tail or a heat-seeking missile with your name on it.

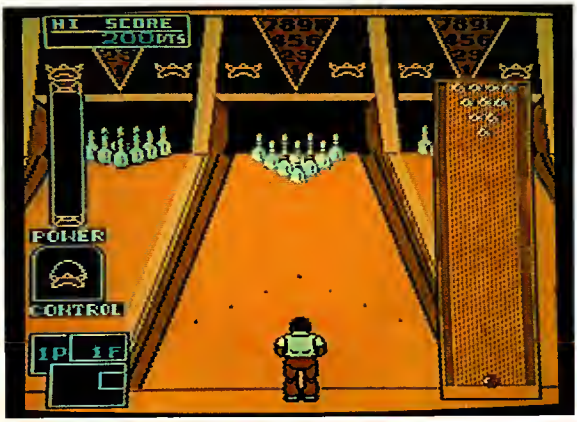


Position the plane in the center of the rotating docking bay in order to enter the space station and restock your weapons. When the bay is horizontal and aligned with your wings, press the B button to dock.

Milton Bradley

443 Shaker Road; East Longmeadow, MA 01028.

CHAMPIONSHIP BOWLING



Move the horizontal control bar to position your bowler.

Championship Bowling gives you five lanes to choose from. Each lane plays slightly differently. To read the lane, watch what happens when other players are bowling, or try a practice match if you're playing solo. You need to adjust your shooting style to compensate for the lanes' idiosyncracies.



Choose your player. Each has his or her own style, and one is a lefty!



Getting the power and control gauges just right is tricky, but no trickier than making a winning shot.

THE GAME

This very complete bowling simulation begins by letting you choose which character you'd like to be. Up to four can play at once, and each of the players has a different style — one hooks the ball severely, one has lots of power, and so on.

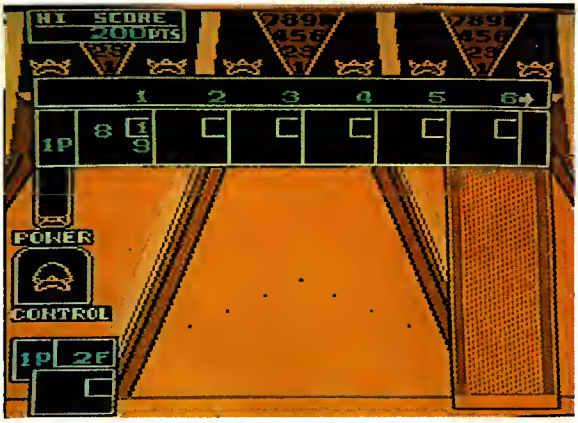
Your chosen character appears at the top of the lane, where you take position by pressing the horizontal control bar. Next, a "hook indicator" flashes on the screen, swinging back and forth. Stop it on the perpendicular if you don't want to put any curve on the ball, or let it go to the side for a hook shot.

Next, a power bar starts moving up; the higher the bar, the greater the force will be behind your shot. Press the A button to lock in your degree of power. Your character then automatically rolls the ball. Any time the ball isn't actually moving, you can press the B button to access the score.

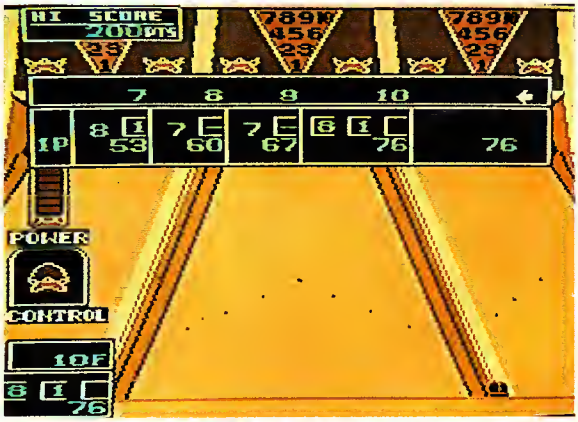
You can try pin bowling, spot bowling, or line bowling, each of which gives you the opportunity for the perfect strike — a well-placed hook shot that slices through the middle of the pins so that the four or five pins you strike fall back and bring the others down with them.

The designers of this simulation seem to have packed into it everything you could find in a real bowling alley (except the smell of old shoes and greasy pizza). Cheerful graphics, good sound effects, and reasonably smooth game play all combine to make this a very solid addition to NES sports gaming.

Romstar



Pressing the B button calls up each bowler's score. The display tells you the player and frame number, the points scored on earlier shots, and the current game total.

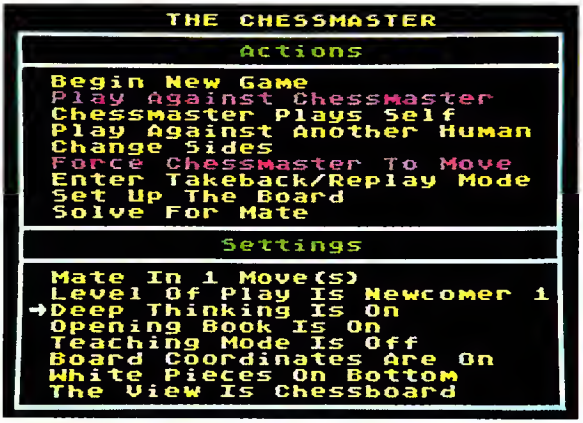


Each regulation game lasts ten frames, after which your total score is displayed — nothing to be proud of in this case.



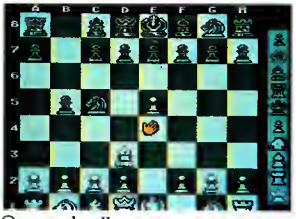
Up to four players can bowl at once in this simulation, so it's easy to hold your own tournament.

THE CHESSMASTER

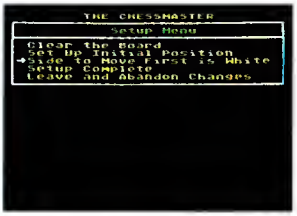


The Chessmaster's main menu offers enough options to satisfy novice and veteran chess players alike.

Stumped? *Chessmaster* offers many kinds of help, both practical and theoretical. With the touch of a button, it will show you all the legal moves possible for any chosen piece, or it will let you interrupt a game, set up an experimental strategy, and play it out to see what happens. It's not hard to master the basic moves in chess, but *Chessmaster* makes it both easy and fun to go far beyond the basics.



One mode allows you to set up experimental situations and then play them out to see what happens.



The set-up menu offers other options for either play or study.

THE GAME

It has taken a surprisingly long time for a chess simulation to reach the Nintendo market, but the wait has been worth it.

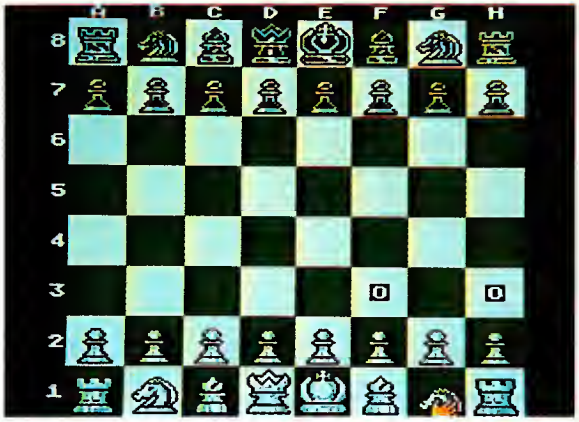
The Chessmaster PC games are regarded as the top offerings in a crowded field of home computer entertainment, and this NES conversion offers many of the same features as these games, arrayed in crisp,eye pleasing graphics. *Chessmaster* is sure to attract many newcomers to this classic pastime, as well as satisfy long-time chess fans of all ages.

The *Chessmaster* program has numerous features that allow you not only to play the basic game, but also to explore some of its depths and subtleties. The main menu contains 17 features and options. You can play against your NES computer or against a human opponent, and you can also program your computer opponent to play like a novice or a Grandmaster (on 16 levels of expertise altogether).

Other options allow you to take back bad moves, study alternative strategies with the computer's help, or have the Chessmaster suggest various strategies for putting *itself* into "checkmate."

Castling, capturing *en passant*, and pawn promotion are all handled correctly and easily. In fact, the game has been well designed to make sure that all options are readily accessible through the controller. All in all, the NES *Chessmaster* is a welcome addition to the ranks.

Hi-Tech Expressions



When the teaching mode is on, *Chessmaster* displays all the possible legal moves for any piece you select.

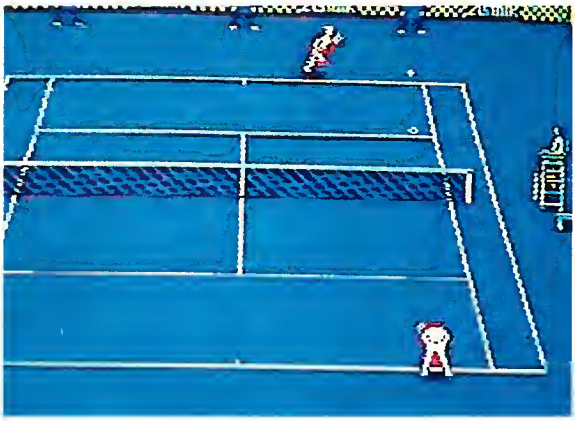


The "war room" mode displays data on past moves, hints on the best current moves, and a tally of all the pieces that have been captured so far.



If you make a blunder, the "take back" option lets you change your mind and try something else.

CHRIS EVERT & IVAN LENDL IN TOP



As in real tennis, a baseline shot often foils your opponent.

Often you can hit the ball when you don't appear to be near it. Conversely, if you're too close to the ball, your shot will end up in the net. Practice your returns and serves so you'll be able to judge the correct distance between your ball and the racket before you're risking everything in an important match.



Use your hard-earned bonus points to improve your player's skills.



A computer ranking keeps you apprised of your professional progress.

THE GAME

In *Top Players' Tennis*, you can assume the role of proven pros, either Chris Evert or Ivan Lendl, or make a name for an unknown player on the pro-tennis circuit.

It's up to you to prove that you're serious competition for the other pros. After a few wins in the Asmik Open, you'll qualify for the world's Grand Slam tournaments: the U.S. Open, the French Open, the Australian Open, and Wimbledon.

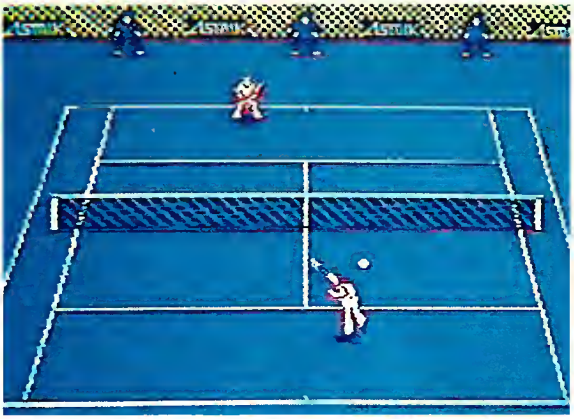
At the beginning of the game, you receive an allotment of talent points to use in eight categories, including speed, agility, and stamina. Your strengths and weaknesses are determined by the distribution of your points. You can earn bonus points to improve your abilities by playing in tournaments. And a password feature lets you return repeatedly to the player you've created.

When your skills reach a certain level, you can make "miracle" shots. For example, a miracle return enables you to send the ball over the net without even touching it, while a miracle split breaks the ball up into a multitude of balls. Other stupendous abilities include miracle speed, a miracle lob, and a miracle spiral.

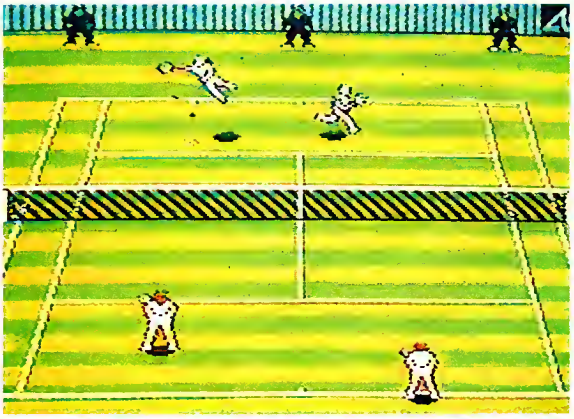
One of the strengths of *Top Players' Tennis* is its many options. You can play singles or doubles with up to three friends or against the computer. And you have a choice of court surfaces: hard, clay, or grass. These features, along with miracle shots and advice from the pros, should lead to hours of entertaining play.

Asmik

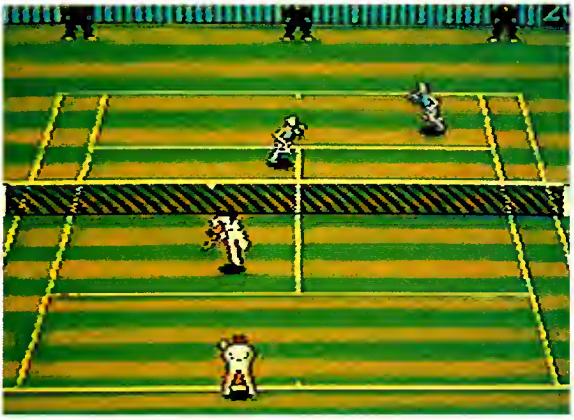
PLAYERS' TENNIS



Try returning a serve with a lob shot. Another good strategy is a backhand return to the corner of the other side.



Watch out for the computer's miracle shots — your computer opponent starts with a higher ranking than you and can pull stunts of which you may not yet be capable.



With practice, you'll execute some awesome smashes. But don't forget to hold the controller buttons down long enough. Otherwise, you'll end up with a missed shot.

CLASH AT DEMONHEAD

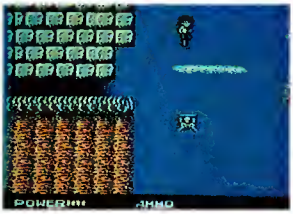


There are a lot of different ways to proceed, but remember that there are shortcuts not shown on the map that can help you ... usually.

If you're low on cash — which you are as the game begins — be sure to spring for a couple of shop calls, even if you can't afford much else. Later on, when you've acquired some extra spending money, you can call up a store for a few of the higher-priced and more useful items.



Be sure to make those trips to the store count. Buying wisely is important to your success.



It will probably take you several tries to get past these platforms. They move at regular intervals, though, so you should be able to time your jumps after a little observation.

THE GAME

With a name like Bang, it's no surprise that you're on a quest to find and disarm the ultimate doomsday bomb. In *Clash at Demonhead*, in fact, there are all sorts of explosive situations from which you must extricate yourself.

The Lawbreakers — who obviously don't lose any sleep over a little global mayhem — kidnapped the famous Professor Plum and forced him to work on the weapon. You've got to get to the professor and the bomb before the Lawbreakers can blackmail all the people of Earth.

The trail you follow is long, tortuous, and loaded with nasty folks who work for the Lawbreakers. At nearly every turn, there's a foe. Tom Guycot may be all bones, but don't let his emaciation fool you. He's a rough customer, as are Rowdy, who is impervious to normal weapons, and Max, who absorbs your weapons' energy and uses it to multiply.

Fortunately, you do have help along the way, most especially in the form of the Great Hermit. If you can get through certain situations, he'll share with you one of his Five Forces. You need the powers of all five before you can complete the quest.

Acquire weapons and energy throughout your mission, and don't forget to talk to people and get information on shortcuts. Of course, after you've defeated all the bosses, there's still the not-so-small matter of disarming the doomsday bomb. So, Bang, did you ever think of changing your name to, say, Fred?

Vic Tokai



Just where you'd least expect it, you've found a secret passageway under a roaring waterfall. It definitely pays to check everything.



Don't wait around to fight here. A brisk swim is the tactic of choice to get through this part.



The Hermit is a source of great knowledge, but he's not about to just give his stuff away. You have to pick up your Forces one at a time.

hot hits

Dash Galaxy in the Alien Asylum

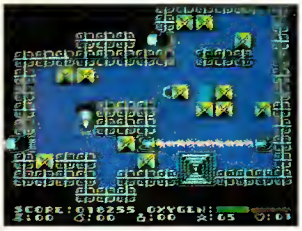
Lisa F. Sahlie



Keep off the grass in this scene. There's nothing down there to collect, and it's awfully difficult to jump back up to one of those pods.

Even superheroes make mistakes. You may be the fastest runner and the highest jumper in the universe, but you just landed on the one planet in the galaxy inhabited by the mentally unsound of the universe. Now, trapped inside the Alien Asylum, you just want to get off the crazy planet.

But before you can leave, you have to find your way out of 24 levels of rooms filled with both threatening aliens and rewarding items. You begin with three lives, and there are no continues or passwords.

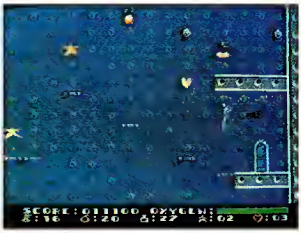


Cover the level number with blocks to earn a bonus round filled with stars and an extra life or two.

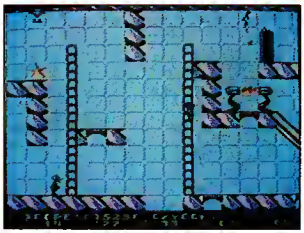
Each level begins with a bird's-eye view of an elevator shaft whose doors are barricaded by blocks. To enter the rooms on each level, you must move the blocks or blow them up. Some of the doorways are obstructed by force fields that can be deactivated by keys found in the rooms. You can use the force fields to your advantage by pushing unwanted blocks into them.

As soon as you enter a room, the door closes behind you. In order to open the door again, you must turn off switches found throughout the room. Meanwhile, you have a chance to pick up helpful items such as blue stars (which increase your score) or orange stars (which give you invincibility if you collect ten).

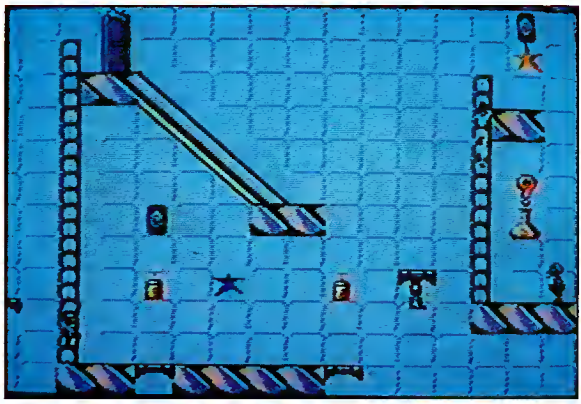
There are also bombs and detonators to use against aliens or to destroy blocks in elevator shafts, and hearts which yield an extra life — but the hearts are rarer than other items.



Here's an ideal spot to amass bombs and other items. Collect the heart for an extra life, then let yourself die in order to re-enter the room and gather more loot. You lose a life each time, but you gain it back by getting the heart.



Don't get caught in the zapper machine — it flicks on and off without warning.



The question mark on the far right of level six warps you to level ten. But don't forget that if you decide to warp ahead, you'll lose all the items you've acquired.

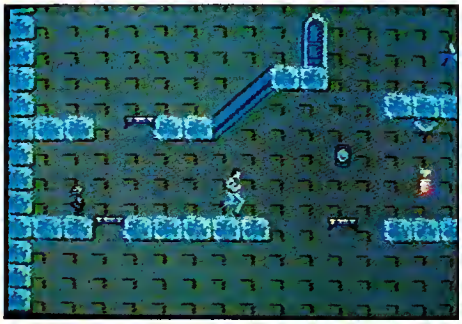
The rooms also contain oxygen flasks to replenish your limited supply.

Printed on the floors of the elevator shafts are digits indicating your current level. You can enter a bonus room by moving four blocks to cover the digits on the floor. If you make it into a bonus room, gather hearts before grabbing oxygen or stars. Oxygen flasks and invincibility are limited in their helpfulness, while the hearts you collect for extra lives are well worth your time.

To warp forward, pick up the question marks on levels six and nine. From level six you can warp to level ten, and from level nine you can go to level 12. There's a catch to the warps — they take all the items you have accumulated, so don't use them without thinking first.

Most of the levels are actually mazes of trampolines and ladders. Not only can you jump on top of the trampolines, but you can also jump through them from underneath. The trampolines are the most enjoyable part of the game, and they provide an easy escape from aliens.

Because *Dash Galaxy in the Alien Asylum* involves mostly running and jumping, it will likely hold more appeal for younger players.



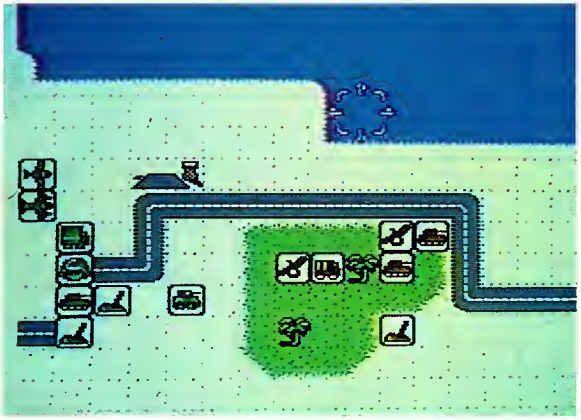
Collect the switch and the detonator ahead, but watch your step on the slippery ice.

GP

Data East

1850 Little Orchard Street; San Jose, CA 95125.

DESERT COMMANDER

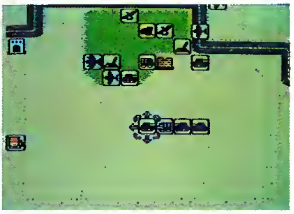


Most of your army takes position around this strategic oasis, where they are protected by artillery.

You can win by overrunning the enemy's headquarters unit as well as by wiping out the unit. In fact, storming headquarters is the best strategy to use for the scenarios in which the computer outnumbers you heavily. The computer tends to rely on massive frontal assaults. If you can send your most mobile units — truck-mounted infantry and armored cars, for instance — on a long end-run around one flank, you may be able to get the drop on headquarters, even though you're losing elsewhere.



Since you're outnumbered in the air, try moving your air units safely out to sea until the odds are more balanced.



The enemy opens his attack with massive air raids. Respond by striking at his supply trucks.

THE GAME

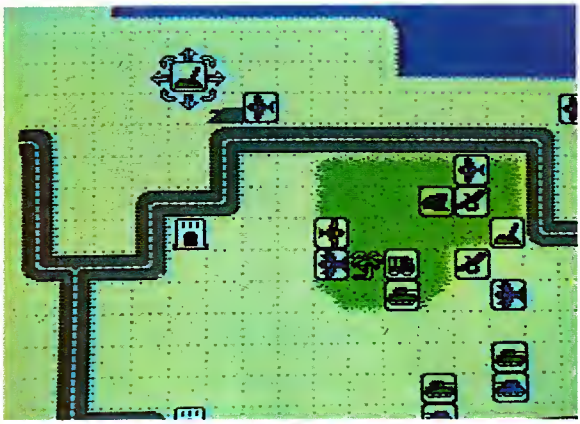
Most Nintendo war games are patterned after arcade shoot-em-ups, with lots of tanks, planes, or spaceships, and Rambo-like characters who defeat endless waves of enemies. Any elements of strategy bear as much resemblance to real battlefield planning as a G.I. Joe cartoon does to real combat.

But *Desert Commander* is different. It's a fast-moving, colorful, armored warfare game which involves real tactics. It convincingly simulates such vital real-life factors as logistics (supplying your units with fuel and ammunition) and the effects of terrain on movement and combat.

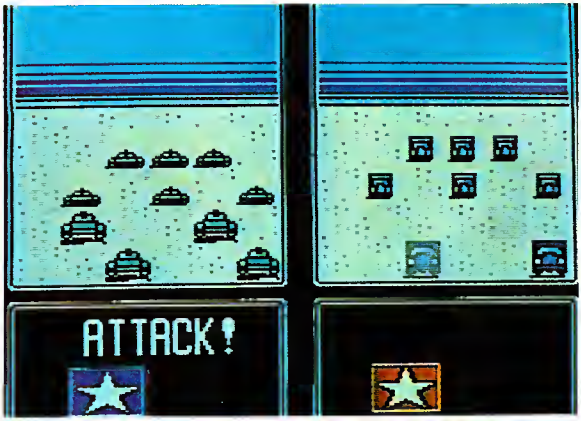
The landscape screens look like battlefield game boards. Square icons depict tanks, cannons, aircraft, and supply trucks. You maneuver units and select targets by moving a cursor. There are five battle scenarios of increasing difficulty. Once two units begin fighting, the screen changes to a closeup of the battlefield, complete with explosions and a running total of casualties.

You can fight the computer (a *very* tough and aggressive enemy in some scenarios), or a human opponent. The battles develop along the lines of the legendary North African campaigns of World War II. A more realistic graphic depiction of the battles would be a decided plus, but overall the game is exciting and smoothly played. *Desert Commander* is a fine game of a type long needed for Nintendo.

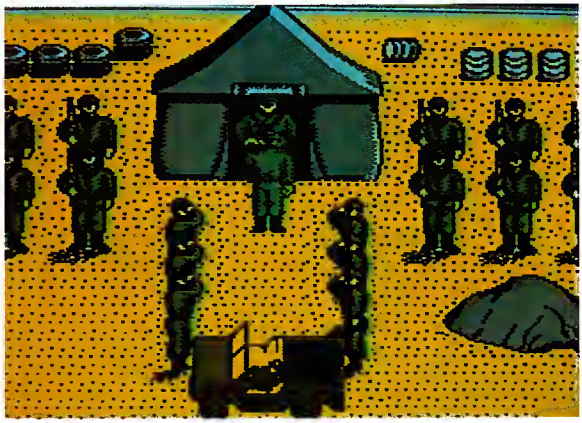
Kemco-Seika



Enemy airplanes have landed at your airfield to refuel. It's lucky you kept an antiaircraft unit in reserve to thwart such a move!



Your bombers have launched a sneak attack on enemy headquarters, inflicting light damage. Attacks launched from the flanks and rear tend to be more damaging than frontal assaults.



Your sneak attack on the enemy headquarters is successful. Victory is yours!

FAXANADU

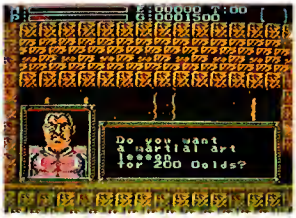


You'll need to do some general mapping in the Mist World to find your way around.

Try to improve your weaponry and armor at every opportunity. Life-restoring potions are handy, but if you are carrying the most effective weapons and armor you can afford, you won't have to worry as much about dying in the first place. If you expect to defeat the Evil One, you need the Dragonslayer sword and probably the battle suit.



You must visit each guru's house to receive a mantra. Remember each mantra, and you'll be able to restore your life.



You'd better take this fighter up on his offer to teach you martial arts. Until you can afford a better weapon, you'll have to depend on sheer fighting ability.

THE GAME

The once peaceful and prosperous town of Eolis has been plunged into chaos. Meteorites raining down on the World Tree have caused all kinds of calamities. The terror and destruction which descended with the meteorites has been traced to the fortress of the Evil One. It's up to you to travel to that fortress, defeat its terrifying resident, and restore hope to the people of Eolis.

The king of Eolis provides you with money for your journey. With his gold, you must buy weapons, potions, magical items, and martial arts training that will help you to defeat the awesome creatures that stand between you and the Evil One's fortress. You must also talk to everyone you meet to gain important information. But since all that you hear isn't accurate, you should be cautious at all times.

At times the forces against you will be too great to withstand, but you learn from each battle. And if you will remember the guru's mantra, you can return to life and fight again. You also recover your money, but the amount of gold and strength you retain depends on your rank prior to your death. Fortunately, you are able to retain all other items without penalty.

You're involved in the excitement of battle in *Faxanadu*, but the game also demands that you develop a strategy for acquiring and using weapons and magical items. You have to think as well as fight if you are to complete this quest.

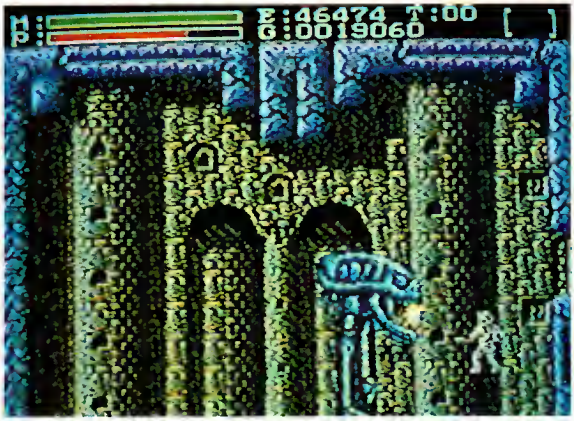
Nintendo



In the Tree World, one branch will lead from the tree to the castle.



Your status screen before the last boss shows the highest rank, and the best magic, armor, and sword.



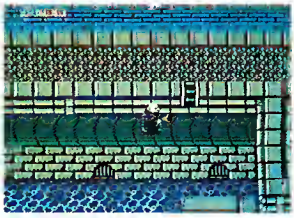
To defeat the last boss, jump up and down in one place and rapidly stab with your sword.

FESTER'S QUEST

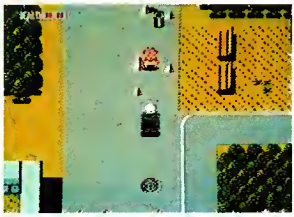


The Addams Family has a number of items to help Fester. Thing gives Fester a potion that makes him invisible and invincible.

There is a huge crack in the street which blocks access to most of the buildings. To get to these buildings, you'll have to go into the sewer and come up through a street drain. You can find your way out of the first sewer maze if you go up the three small steps that appear near the water channels. When you see these steps, press A to get back on the street. Then you'll be able to get to all the other buildings.



Watch for these three small steps to get out of the first sewer maze. Then you'll be able to visit the buildings blocked by a crack in the street.



Increase your fire power by shooting enemies on the first main street. Grab only the blue power badges, since the red ones decrease your strength.

THE GAME

Uncle Fester was moonbathing one evening when, much to his surprise, aliens appeared and teleported the townspeople onto their spaceship. Fester and the rest of the weird Addams Family are the only ones left in the city. While Gomez guards the family mansion, Morticia, Pugsly, and the rest search for items to use in the fight against the aliens, such as TNT, vise grips, missiles, and potions. It falls to Fester to kill the alien bosses and find the location of the evil spaceship.

Fester is armed with nothing but a gun that shoots a strange wave beam. The aliens have damaged the town, so Fester can access some buildings only through the underground sewer system. The aliens have also deposited a great deal of slime, skeeters, space frogs, and other creatures to slow Fester down. As he destroys these foes, they leave behind keys to locked buildings, light bulbs to illuminate the sewers, power badges to increase (or decrease) his weapon strength, and money to buy hot dogs for regaining his health.

As Uncle Fester works his way through the labyrinth of sewers and streets, he must fight five bosses. Each time he defeats a boss, he gets a piece of a map which will help him locate the space invaders' ship. The quest is hard, but a continue feature should help. Having a joystick with a rapid-fire option won't hurt your chances, either.

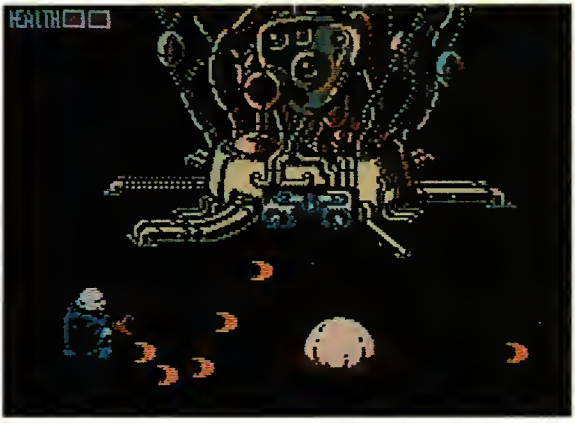
Sunsoft



Before you meet the first boss, McWimpie, go to the building at the upper left end of the first main street. If you run into the correct wall, you'll get a third health box.



The skeeter leaves slugs and flies behind that take away Fester's speed. If you get bitten, use the vise grips that Wednesday gives you to restore your speed.



The enemies Fester has to destroy are nothing to laugh at — they're mean, they're bad ... they're from outer space.

Ghostbusters II

Lisa F. Sahlie



For a shield or power-up, shoot the glowing green glob and run over the medallion it releases.

New York City may be a little bizarre, but now that pink ooze is flowing through the city's sewer system, spectral beings are invading the courtrooms, and ghosts are arriving by the boatload, things are *really* out of control! It's time for you to strap on your slimeblower and prepare to bust some ghosts.



Be patient with these bouncing spiders. Look for a pause in the action and then scoot by or set a ghost trap.

Ghostbusters II features seven levels of arcade action loosely based on the 1989 movie sequel to *Ghostbusters*. The challenge begins at 5 p.m. on New Year's Eve. Before midnight all four Ghostbusters must meet to destroy Vigo, a 17th-century tyrant confined in a painting at the Manhattan Museum of Art. Should the Ghostbusters fail to destroy this evil spirit before the clock strikes 12, Vigo will escape his painting prison and wreak havoc on the city.

To rid the ghost-ridden city of its chaos, the ghostbusting crew must tour New York on foot, in its Ecto-1A ghostmobile — even in the Statue of Liberty. You begin the game with only four men and two continues, so a lot of stamina (and luck) is required to beat Vigo. However, you can earn extra lives by collecting 20 Ghostbuster logos which appear throughout the game.

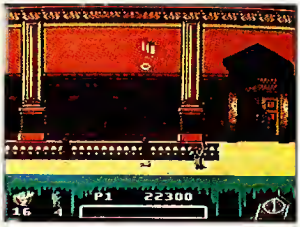


Bumping into a blue manhole cover releases a logo. Now if you stop on the manhole, it will shoot you upward to reach special items.

When on foot, you're running for your life while trying to hit ghosts with slime. Your slimeblower is effective on most entities, but larger ghosts must be sucked into traps, which you have in unlimited quantities. It only takes a moment to place a trap, but you have to keep moving because there's sure to be a deadly, invincible spider close at your heels.

Meanwhile, beware of flying objects — including chairs, briefcases, and candelabras — which aren't affected by your slime blower. You must dodge these objects or get rid of them with carefully placed traps.

Two of the levels take the whole team on a driving adventure in the Ecto-1A. Racing through the tenements and Central Park, you must



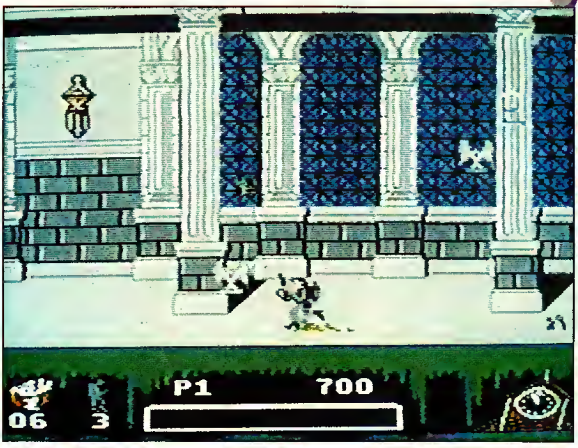
You could dodge this flying briefcase, but why not get rid of it with a trap?



Shooting the torch icons enables Miss Liberty to move her arm for better aim. Capture all the book icons you can — each can be used later to destroy all enemies on the screen.

avoid barricades, paranormal protesters, gushing slime oozing from manholes, and gaping potholes in the streets. Luckily, your Ecto-1A shoots slime in a double trajectory, one straight up and one straight ahead. For power-ups and protective shields, shoot any glowing green globs you see, then run over the medallions they drop.

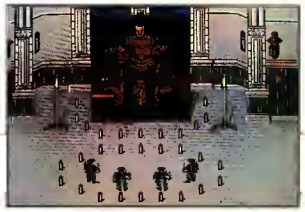
In level six, you face your biggest challenge yet — directing the Statue of Liberty to the Manhattan Museum of Art. Ghosts bomb Miss Liberty from all sides, but the statue has a few moves of her own. She can shoot fire from her torch, and shoot book icons to use later for clearing the screen in tight spots. The stage becomes even more difficult when you reach the city streets and lightning flashes from the sky, ghosts abound, and some enemies become invisible. When you can't see your foes, shoot a book out to destroy every enemy on the screen.



Don't shoot straight above your head in the museum or you'll end up slipping in the falling slime. Meanwhile, that pesky spider is always gaining on you.

Arriving at the museum before midnight is no easy feat, and once you get there, the four Ghostbusters must make their way to Vigo's painting. It's best to keep moving — dodge and jump over flying objects and set traps only when you can without risk. If you don't begin this final stage with at least one continue, chances are slim that you'll defeat the ghosts.

Ghostbusters II features characters and music from the popular movie, but game players may find that some of the stages are unnecessarily repetitive or frustratingly difficult.



You've made it to Vigo's painting. Now it's time to really throw some slime!

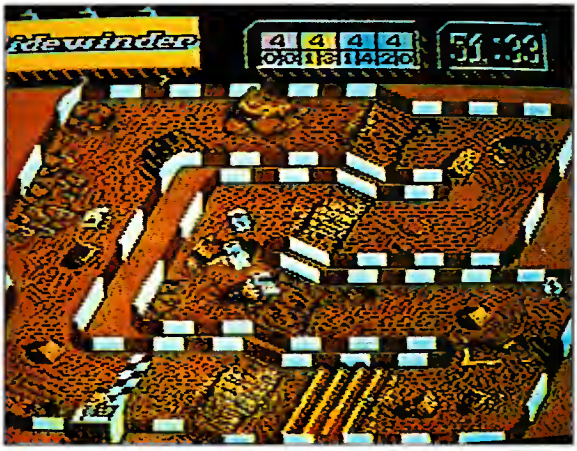
GP

Activision

3885 Bohannon Drive; Menlo Park, CA 94025.

Ivan "Ironman" Stewart's

Lisa F. Sahlie



There are some tight spots on the dirt tracks, so you must be aggressive and block your opponents when you have a chance.

You've polished your truck from the rollbar to the oversized tires, but now it's time to sling some dirt in *Ivan "Ironman" Stewart's Super Off Road*. Based on the arcade game of the same name, *Super Off Road* allows you to race simultaneously with three friends using the NES Satellite+. But even if you choose to race alone, there are still three computer-controlled trucks on the course to slow you down.



Along the racing course you not only encounter hefty obstacles that slow you down, but also bags of cash and nitro. Pick up these rewards any time you can.



At the Speed Shop, use your first winnings on accessories that give your truck more speed. You can upgrade the acceleration or tires later.

Hills, rocks, ramps, and mud holes test your truck's durability as well as your racing skills as you take on eight different tracks in both clockwise and counterclockwise directions. During races, you have a bird's-eye view of the entire track, but you steer as if you were actually driving the truck.

Because of this perspective, when your truck is headed north, the controls work as you would expect — left is left on the controller and right is right. However, when you head south the controls are reversed; to go left, you press right on the controller and vice versa. You may have to practice this steering to keep from mangling your truck.

The first 14 of the 20 races are qualifying runs giving players a chance to win cash to upgrade their trucks. Then tournament races begin. In both qualifying and tournament races, prize money for a first-place win is $150,000, with $130,000, $110,000, and $100,000 respectively for second, third, and fourth places. If you lose to one of the computer's trucks, you end up with $30,000 less than the normal cash award.

Super Off Road

Speed should be your first priority when buying upgrades for your truck. At $100,000, "top speed" is the most expensive upgrade, but it is also the most important because it greatly increases the speed of your truck. Buy it as soon as possible.



Hills, boulders, ramps, and ditches slow you down — but a burst of nitro can help you make up lost time.

Next, invest in the acceleration upgrade to shorten the time it takes to reach your top speed. A blast of nitro also increases your speed — use it for the burst of power you need to spring past the competition at the last minute. Once you've made your truck into a competitive racer, you can invest in more upgrades like new tires to decrease skid, or shock accessories to help you hang with curves.

Along with cash, drivers are awarded performance points — one point for each $1,000 of prize money. The player with the highest point total after all the events is the ultimate king of the off-road races.

The penalty for losing a race is high. You begin with three lives, and each time you place fourth you lose one of those lives. However, wins are rewarded with an extra life per race up to a maximum of three. Of course, even if you run out of lives, the game will ask if you want to retire or keep racing. If you choose to keep racing, you lose all your cash and points, but you receive three more lives and you keep the accessories you've purchased.



The top of the screen shows the time elapsed in the race, each player's current lap, and your nitro supply.



The player with the most performance points when the tournament is over is the ultimate winner.

Ivan "Ironman" Stewart's Super Off Road is a faithful translation of the arcade version and has the essentials necessary for an enjoyable racing game. You may find that it is more exciting, however, to race against friends than to play against the computer.

GP

Tradewest

P.O. Box 1796; 2400 South Highway 75; Corsicana, TX 75110.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR



Voted the greatest golfer of the century, Nicklaus takes one of his patented big swings off the tee. Note his picture perfect follow-through.

If there's no wind, or if the wind is directly with or against you, your shots should fly straight. There are other occasions, however, where you may need to hook or slice the ball — for example, if you're facing a water hazard or a patch of woods. To hook the ball, swing before the meter reaches the bottom of the swing zone. A slice is achieved by letting the meter drop below the swing zone before swinging.



It takes time to get used to putting in this game. There's no direct overhead view, and the break meter is often misleading.



Each hole is shown in an overhead view with the flag and your position highlighted. You can refer to this map anytime during a game.

THE GAME

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf is for all those golf fanatics who think a foot of snow on the course just means they'll have to use a three iron instead of a four. The chance to pick the brain of the Golden Bear himself is an opportunity any golfer worth his spikes wouldn't want to miss.

Nicklaus has created a dream course consisting of what he believes are the 18 best holes on any pro course in the world. From the courses of the British Open rotation to Jack's favorite course in Augusta, you're in the midst of all the action.

You can play by yourself or with up to three other players, either human or computer controlled. Other options let you play as a beginner or expert, or try Match Play, Stroke Play, or that curious hybrid so popular of late, Skins.

The graphics aren't anything special, but they're good enough to let you see what's going on. A handy map option gives you an overhead view of your lie as you play a hole, and Nicklaus dispenses a few words of wisdom prior to each hole as well. Some players might have difficulty with their putting. Until you've played the game quite a bit, it's awkward to line up your putts, and the break meter isn't very helpful. But there's still plenty to recommend *Jack Nicklaus* — and you don't have to wear loud plaid pants to play it.

Konami

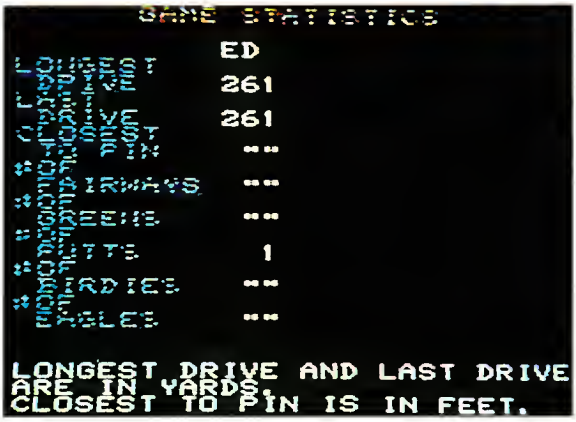
CHAMPIONSHIPGOLF



In his many years on the tour, Nicklaus has played every major course in the world. Listen to his tips — they'll make a big difference in your play.



You're handiest club may well be the pitching wedge, but its use can be tricky. It's the only club with which you seldom take a full swing.



The stat board keeps track of your matches and can be used to determine where your game needs improvement. If you're not driving well, for example, the board lets you know.

hot hits

Jordan vs Bird One on One



The statistics screen helps you determine which parts of your game need the most work.

It's a classic confrontation: the slammer — Air Jordan — versus the shooter — Bird Man. High percentage shots against long-range bombing. You've seen them battle it out in the NBA (remember Jordan's playoff record 63 points against Bird and his Celtics?), but now the outcome is up to you.



With Jordan's quickness, you're able to blow by Bird for a slam dunk almost at will.



You have ten rim-benders to choose from in the slam-dunk contest.

The one-on-one game in *Jordan vs Bird* is exciting, but the action doesn't stop there. A slam dunk contest and a three-point shootout are also included, and each of the three activities are well represented in the game.

In one-on-one competition, your success depends on four factors: timing, how closely you're being guarded, where you're shooting on the court, and whether you're Larry or Michael.

Each player's sweet spots and shooting percentages have been programmed into the game, so a familiarity with the two players helps. For instance, it's a fact that Jordan likes to take his three-pointers on the move. Bird, on the other hand, prefers to face the basket before starting his motion. He also likes the turn-around shot, which you can manipulate by pressing the B button while pressing the control pad up or down.

Regardless of which player you choose, winning against the computer is extremely difficult. If you're Jordan, you have to make virtually *all* of your shots for any chance at winning. You also must block a few shots and rebound effectively. If you're Bird, good luck. The computer's Jordan plays tight defense, which is bad news for the slow-footed Bird.

You can set your one-on-one action at one of four different skill levels: schoolyard play, which is for beginners; varsity, in which you can get away with a defense that is a bit more aggressive; college play, where steals, blocks, and rebounding become important; or professional, in which your game had better be polished. Playing



This dunk is called "kiss the rim" and requires pin-point accuracy. The takeoff and ball release have to be carefully coordinated.

the computer at the professional level is your final exam — you won't get any breaks at all.

At the end of each period, you can check out a statistics screen that documents everything that happened in that particular period. Use this information to improve your game. For example, if Bird is blocking more shots and stealing more balls than Jordan, then whoever is at the helm for Jordan should tighten up on defense. Jordan should always have the lead in those two categories.

The slam-dunk contest is fun to watch and fun to compete in — as long as your fellow contestants are of the



In the three-point contest, you have 60 seconds to make five shots from five different stations.



Larry Bird will camp out behind the three-point line all day if you let him. Try to get him inside the line with tight defense.

human variety. The computer is impossible to out slam. You can play follow the leader (where each air walker repeats the dunk performed by the lead slammer), or you can duke it out in an open-dunk contest. In the open competition you choose from ten different slams.

Practice before you compete, though, because you *must* learn where to take off from to perform the dunks successfully.

The weakest offering of the game package is the three-point shootout, which may quickly get tiring for many players. After trying to shoot 25 balls in 60 seconds, you'll be ready to head back to one-on-one competition for some variety.

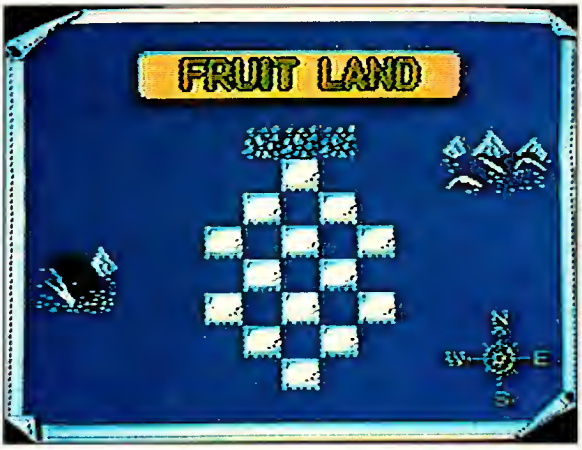
GP



In one-on-one competition, you can choose a full game or games to 11 or 15 points. You can also choose to play without fouls, which should loosen up defensive strategies.

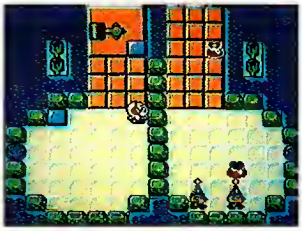
Milton Bradley
443 Shaker Road; East Longmeadow, MA 01028.

Kickle Cubicle



Fruit Land is but one of four lands in the Fantasy Kingdom. All the lands are under the spell of the Wicked Wizard King and his minions.

Poor little Kickle! While the rest of us worry about global warming, his problems lie in a much chillier climate. As he and the other inhabitants of the Fantasy Kingdom slept, the Wicked Wizard King transformed the Four Lands of the Kingdom into a desolate iceburg. Had Kickle not been awakened by a cry for help from the lovely Princess Mira, he would be like the others of his land — sealed inside one of the Wizard's Dream Bags, neither dead nor alive.

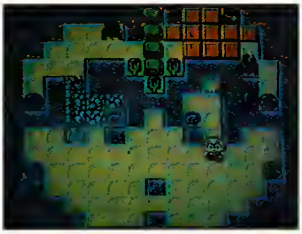


By using the swinging hammer and placing the cube properly, you should be able to execute a 90-degree turn and drop the cube in the perfect spot.

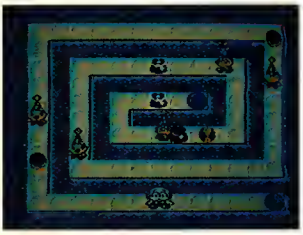
Armed only with his freezing breath, Kickle sets out to rescue the kingdom from the Wizard King's clutches. Each land — Garden Land, Fruit Land, Cake Land, and Toy Land — consists of several provinces. These must be conquered in turn to free that particular land. Kickle is airlifted by balloon, and once down, must immediately take on the Wizard King's henchmen.

By far the most numerous enemies are the Noggles — shapeless, watery creatures who move slowly and possess no weapons. They can hurt Kickle if they touch him, however. Noggles are pesky, but they are essential material for building the bridges that Kickle must use to get to the Dream Bags.

Kickle freezes the Noggles with either his breath or with special freeze capsules, causing the Noggles to form into ice cubes. These cubes can be moved to build bridges or destroy enemies, but once in motion, they won't stop until they hit another object or fall into the water. You can get them to change direction by using one of the rotating hammers found in



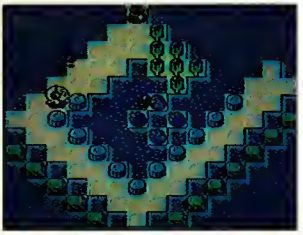
Cannonballs not only provide something else to dodge, but they also can wreak havoc on your handiwork.



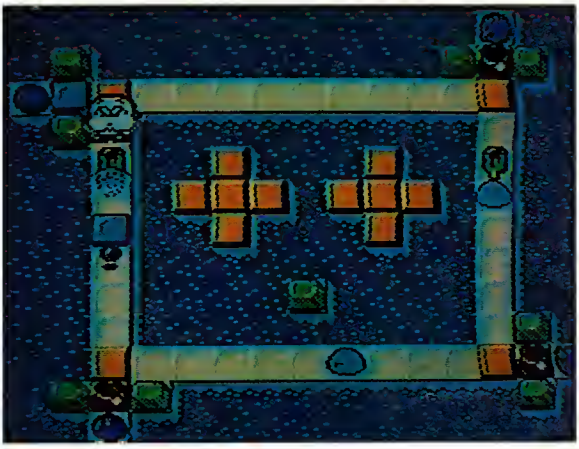
The technique in this province is to wait at each corner until a Bonker rolls his ball, then jump out and freeze him when the ball has passed you.

several of the screens, or by standing to one side when a cube is bouncing between springs, then shoving the cube when it stops momentarily on a spring. And a Noggle won't stay an ice cube for very long. You must push them into the water before they thaw.

Items can be found along the way to aid Kickle. Ice pops are the most numerous item — they add to your point total. Each heart you find gives you an extra Kickle, while finding Princess Mira's ring takes you to a bonus stage. And, of course, there are the dream bags you must collect. All bags in a province must be acquired before you can go on to the next province.



Use ice pillars here to protect Kickle from the cannon. Wait at the edge of the last pillar and make a new pillar when there's a pause in the cannon fire.



Success in this province depends a lot on which direction you choose to go. Going counterclockwise is the only way you can block off the enemy and still get around the obstacles.

Kickle Cubicle, though intended for young children, does present some rather elaborate puzzles — especially in the higher levels. There are a number of screens where a solution is not obvious. You may have to maneuver the cubes into areas that are almost inaccessible, or you may have to use another item in conjunction with the cubes to form a bridge.

Usually, there are also multiple Noggles running around (not to mention other varied enemies), so it's not just a simple matter of solving the puzzles. You may have the perfect solution, only to be continually foiled by manic clowns rolling their deadly rubber balls at you.

The graphics are good, in a cute sort of way. Though there is the implied violence of knocking off the little creatures who are after you, it's definitely not of the hack-and-slash variety, and the creatures do appear to revive. So *Kickle Cubicle* is a relatively gentle game, and one that will provide hours of enjoyment — and some bewilderment — for the entire family.

GP

Irem

7310 Center Avenue; Huntington Beach, CA 92647.

hot hits

Kid Kool and the Quest for



Skipping can take you for long distances across water, but whenever possible it's preferable to use the less exhausting jump.

The peaceful Kingdom of Voldam seemed to have it all — prosperity, tranquility, and harmony were all at its fingertips. Then everything seemed to fall apart. The day came when the king fell prey to a mystifying, almost incurable disease. The only way King Voldam could be cured was with a mixture of seven restorative herbs which grew in Draxer, the neighboring kingdom. But time was running out for the king.

With only three days left before he would succumb to the disease, the king searched for someone in his kingdom brave or skillful enough to conquer the many terrible dangers which lay in Draxer. Only an amazing boy, Kid Kool, appeared as the answer to Voldam's problems.

In *Kid Kool*, you are that amazing boy. Possessing the ability to run at great speeds and jump great distances, you (along with your only friend, Wicky) race against the clock to save the king. Wicky can be especially handy since he can be tossed at enemies from a distance — and there are quite a lot of enemies who need something thrown at them.

In the seven rounds (one for each herb), you meet everything from



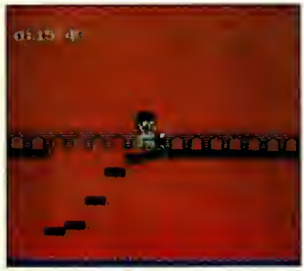
The drones are among the most common of predatory life forms in Draxer, but they're every bit as deadly as the more exotic creatures.



Good timing with the pole vault is rewarded with extra lives. With experience, you can fill up your life meter.

drones to wooly sprites to snapping dragons. At times, they seem to come from every direction simultaneously. Obviously, learning to use Wicky is a help, but there will be times when even that's not enough.

Another useful skill to develop is skipping across water. Done correctly,



It pays to be cautious whenever crossing these bridges since you never know when the structure might give way.



While not the prime focus of your quest, accumulating money can be helpful before you try to earn extra lives on the roulette wheel.



The bosses of the seven stages are not to be taken lightly. Thunder Rap, for example, is nearly impossible to elude once he's got you in his sights and hurls a thunderbolt.

Kid Kool can skip for considerable distances — though at a great cost in energy. Knowing when your energy level has reached its limit is one of the subtleties of the game.

Fortunately, there are items to be found in the grass that can give you an edge. The various items allow you to stop time, add time to your clock, receive a bonus game, become invincible, or destroy all enemies on a particular screen. Wise use of these items is probably the key to defeating the bosses and their minions.

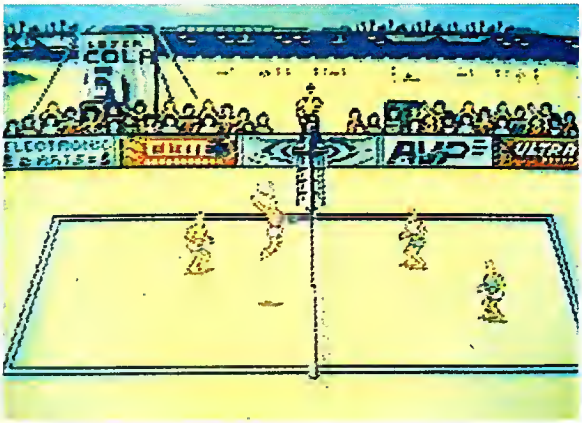
You wouldn't, for example, want to waste a total destruction item on a few drones when you could save it for someone really tough, such as Thunder Rap. You have to exercise some caution with any items you find, however. While most are beneficial, there are some that are more hindrance than help.

There's also money to accumulate for use in the roulette game that appears whenever you clear an area. An extra Kid Kool is awarded if the ball lands in the Kid Kool slot, and an extra roulette spin is awarded for a ball in Wicky's slot.

GP

Vic Tokai
22904 Lock Ness Avenue; Torrance, CA 90501.

KINGS OF THE BEACH



To launch the perfect spike, jump just as the ball begins its descent, and spike it as close to the net as possible.

If you are controlling Sinjin, you can prevent your opponents from spiking on any given play simply by accompanying Randy to the net as if you were going to defend against the spike and then fading back just before the hit. The spiker, anticipating the double block, will try to poke the ball into the backcourt. However, you will have moved into position to set up for a spike of your own.



The tournament competition gets tougher in each successive round. Look for *Skate or Die's* Lester to make a cameo appearance in San Diego.



Hit the dirt! If you get close enough to a ball, your player automatically tries to dig it out of the sand.

THE GAME

Since the sport went professional in 1976, beach volleyball has become one of the United States' fastest growing sports — and *Kings of the Beach* shows you why.

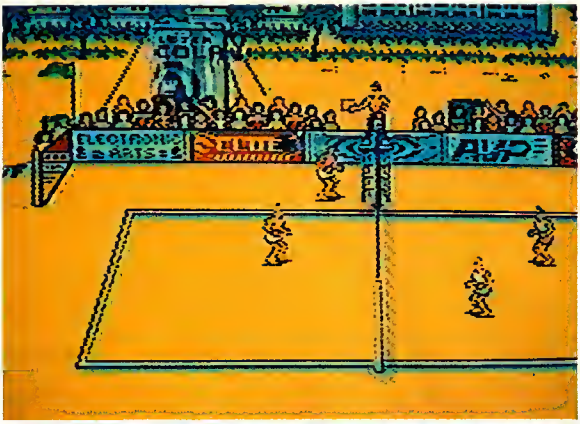
As either Sinjin Smith or Randy Stoklos (the hottest tandem ever to play two-on-two beach volleyball), you get to set, spike, dig, and block just like the professionals. One of the keys to winning is knowing which move to try for which situation. For example, if both opposing players rush the net, it's best to try to bump the ball over the defense instead of spiking directly into it.

Another key is location. The ball always lands on its own shadow, so stay on it. If you're too far away to get completely under the ball, but too near to miss it entirely, your player automatically dives.

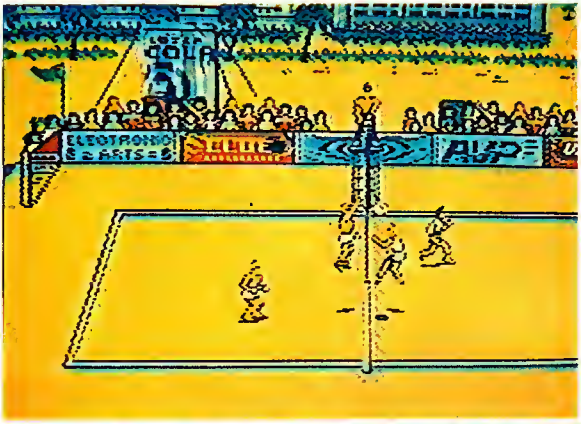
Success hinges on your timing. To spike, block, and set properly, you have to hit the A button at just the right time. Learning proper timing requires — you guessed it — time. Play some practice matches to polish your skills before entering the tournament.

For sports fans long aggravated by mediocre officiating, *Kings* promises a long-overdue option you can argue with the referee. Disagree on a close call? Let him know about it and you stand an good chance of reversing the decision. However, if it doesn't go your way, think twice the next time. You get one yellow card, and every argued call that goes against you after that costs a point.

Ultra



If you think the official blew it, tell him about it. If the call was close, you have a good chance at reversing the decision.



To block, try to be at the top of your jump just as your opponent smacks the ball.



At the end of each match, you receive a game summary — sort of a report card of your performance.

KLAX

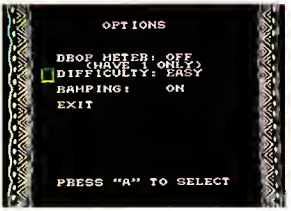


Klax has all the right stuff to be the fabled "next *Tetris*." When you're good enough to hit five in a row along the bottom, you're into big-time Klaxin'!

Especially fancy or elaborate arrangements earn whopping bonuses. The trick is to keep the final slot open until the last minute, so that you don't complete a common, garden-variety klax for 50 points and miss out on the chance to complete an eye-popping design such as these:



20,000 pts. 2 X 10,000 pts. 2 X 10,050 pts. 3 X 40,050 pts.



Shutting off the drop meter puts the game into a nice, easy, practice mode.



You can select from several levels of difficulty — the harder the level, the more bonus points you can get.

THE GAME

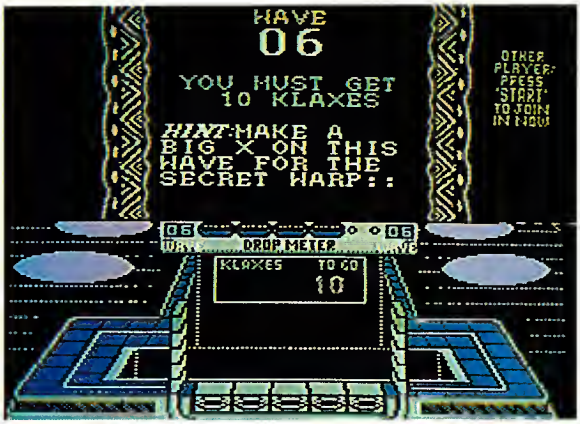
One of the year's more interesting sideshows in the field of home video entertainment was the courtroom battle between Tengen and Nintendo of America over the rights to the classic game *Tetris*. Nintendo won that fight, but now Tengen has come up with a game that seems aimed at capturing the same sort of broad audience to which *Tetris* appeals.

A *klax* is a row of three or more tiles of the same color, arranged vertically, horizontally, or diagonally. The tiles roll down a five-lane chute to a movable paddle at the bottom. The player uses the paddle to hold, position, and drop the tiles into a short column. Up to five tiles can be held on the paddle at once, then you must either drop one or lose it. If a tile drops unused, your "drop meter" rises one step — so many steps, and the game ends.

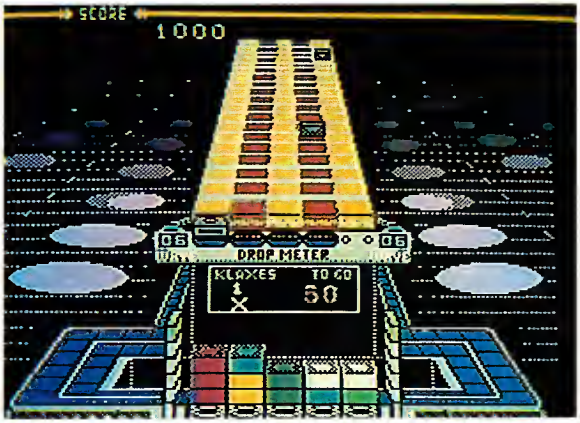
Each wave of tiles has to be resolved in a preordained way (three verticals, five diagonals, a big "X" mark, and so on) before you can advance to the next level. If the screen tells you to get five diagonals, that means that only diagonal klaxes count toward finishing this wave; it does *not* mean that the vertical, horizontal, or complex klaxes won't earn points.

A pleasantly zany mood prevails in this game, with its bright, cartoony graphics, clattering tiles, and truly goofy options. *Klax* is also far more subtle and challenging than it first appears.

Tengen



Each wave has its own special requirements. You also get a free hint, usually telling you how desirable it is to make some nearly impossible configuration.

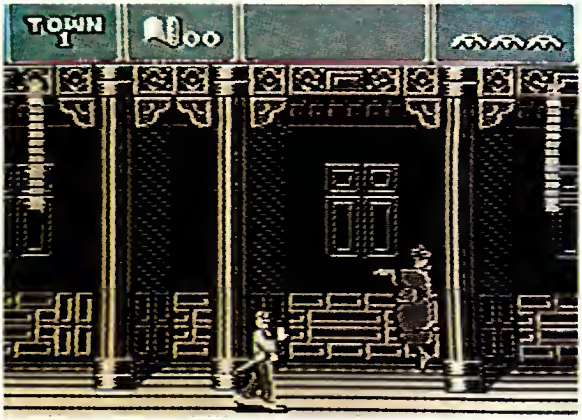


When the whole drop meter lights up, you've had it — although you do get ten seconds in which you can restart from the same level.



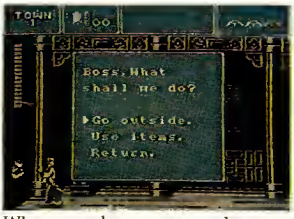
You may also want to play — once, anyhow — a "game" of Blob Ball, which is accurately described in the manual as "the stupidest game of the decade which has no relationship with the rest of *Klax* — it's just sort of there...." It's a kind of Nintendo shaggy-dog joke that is silly, but funny.

PHANTOM FIGHTER

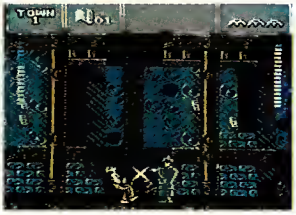


This floaty phantom is a Kyonshie. Get used to seeing them. They're swarming all over eight different villages.





When you clear a room, a door appears, and your faithful (but useless) apprentice will give you some options for your next moves.



The only way the Kyonshies can harm you is with their punches. But those knocks are very dangerous, so it's best to stay out of range.

THE GAME

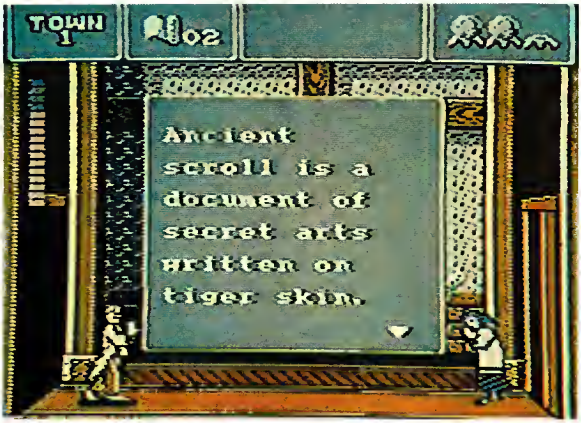
Here's a martial arts game with a twist. You're not going to earn bonuses by killing hordes of villains. Instead, you have to answer questions scattered throughout the game. It's *Kung Fu* meets *Jeopardy!*

You're the Phantom Fighter, Kenchi. You've been asked to help save eight villages that have been invaded by Chinese phantoms called Kyonshies. Each village is filled with houses, temples, graveyards, and a kung fu training school. You must search through the buildings, looking for valuable items and fighting any Kyonshies you find.

All of the items you find except the scrolls — including tontem mirrors, talismen, sacred swords, jades, and bells — can be picked up over and over as you use or lose the items. But to keep from fighting the Kyonshies over and over unnecessarily, find the best way to move through the villages. Once you find the right path, the road will be easier.

You should also learn new fighting maneuvers as you progress from village to village and face more of the 15 types of enemies in *Phantom Fighter*. After you've found a few scrolls, visit the kung fu training school to learn new moves. The kung fu master will take your scrolls, then ask you questions. Only if you provide the correct answers can you enter training.

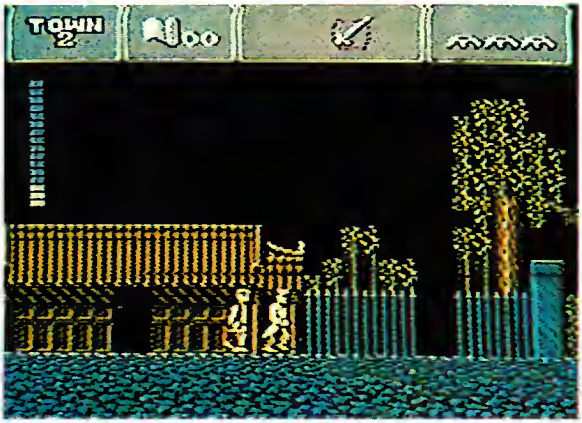
FCI



Save your scrolls until you're near a kung fu training school. Then you can trade them in for lessons. And they work better than green stamps!

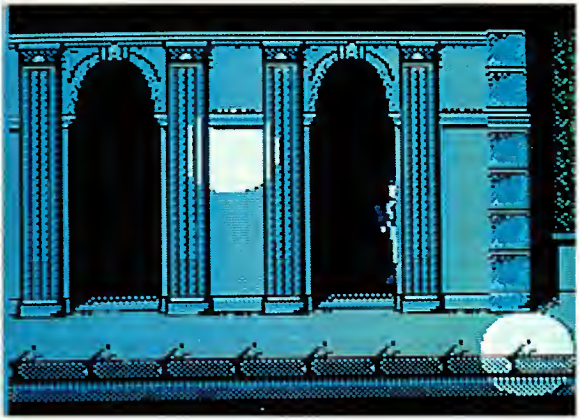


Here's the boss of the first village. This Kyonshie is followed by several shadows of himself. He's tougher to beat than the earlier Kyonshies, but the same method of fighting will still be effective.



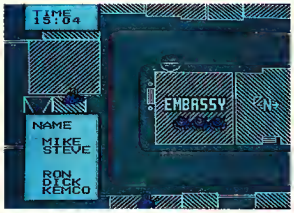
One key to your success is to pick the best path through each village. The more you backtrack, the more fighting you'll have to do and the more your health will be at risk.

RESCUE: THE EMBASSY MISSION



Don't let your snipers get caught in the terrorists' lights, or they'll be cut down.

Rappelling from the roof to the windows is not as easy as it looks. You have to stop on a dime and then gain entry by smashing the window with your feet. A clumsy effort will turn your character into a stain on the cement (and parents beware — the violence and shoot-outs are about as graphic as anything yet issued for Nintendo), so practice carefully in the training scenario. A series of short jumps is easier to control than one long descent, however dramatic the latter may look.



Use the blueprint map to position your men and plan your attack on the embassy.



Your outside snipers can even the odds before you actually go inside.

THE GAME

Surely one of the most realistic Nintendo games on the market, this tension-packed adaptation of the computer game *Hostage* takes its story directly from today's headlines. Terrorists have taken over the American embassy in a foreign capital and are holding hostages.

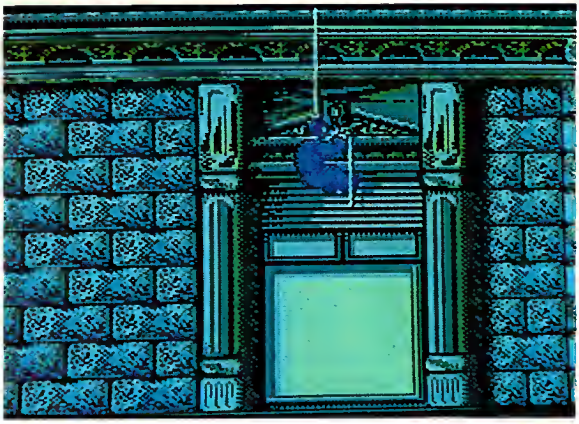
Your job, as commander of an elite anti-terrorist strike force, is to devise a rescue plan, deploy your men, break into the embassy, and then take control of a room-by-room manhunt. Stalking the terrorists takes careful planning, good small-unit tactics, and split-second timing.

You must first position several snipers around the outside of the embassy — not an easy task, since the terrorists are sweeping the area with spotlights and anyone who gets caught in their beams instantly draws a hail of machine gun fire. Once the snipers are in place, they can act as your "eyes" and, with luck, you can knock off a few terrorists when their shadows appear at the windows.

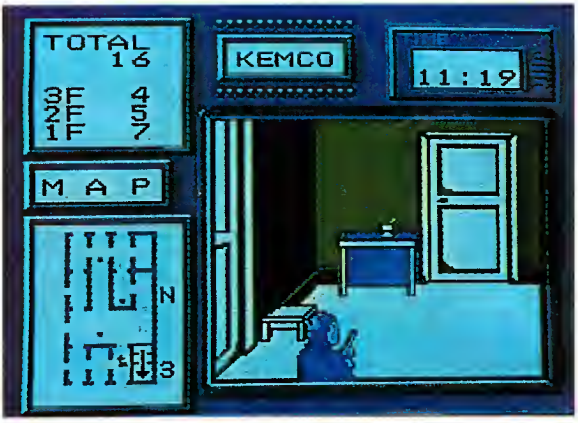
The second step is to lower your assault team onto the building by helicopter, then gain entry by having each team member rappel down the side of the building and smash in through a window.

There are four levels of difficulty, each with a more challenging time limit. The task of stalking each terrorist through the halls and stairwells of the building is exciting and made more demanding by the fact that you'll probably be outnumbered — unless your snipers were very lucky.

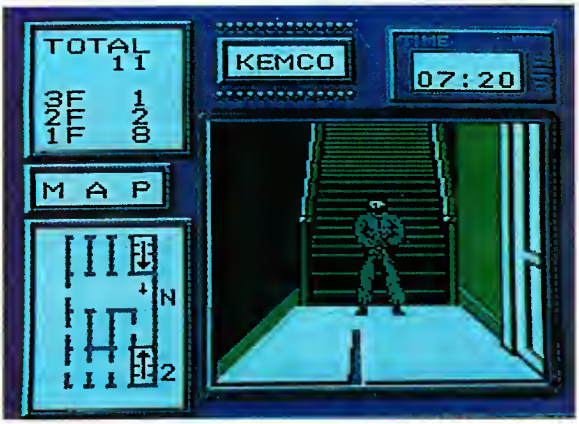
Kemco-Seika



Rappelling down the sides of the building is much trickier than it looks.



Once inside, be on the alert. Terrorists can change position in a matter of seconds.



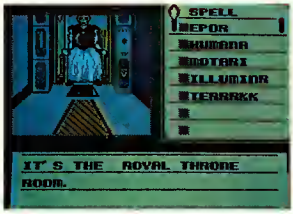
When a terrorist appears, shoot fast!

SHADOWGATE



Every time you make a false move, you come face to face with this grim castle-dweller.

Study your inventory of spells and items closely and try using various things in strange and unconventional ways. For example, your torches are useful for lighting the way, but you can also try burning things with them. Lots of things. Sometimes the results are surprising. Basically, however, you should try the Use, Open, and Take commands on everything in each new area you come to.



When you reach the throne room, make sure the dead king has his scepter.



You'll definitely need the weapons from this room. But you must watch out for the fire-breathing dragon at the far end.

THE GAME

When it was first released for personal computers, *Shadowgate* quickly earned a reputation as a real mind-bender. The story line bent, twisted, and was tied in knots at every turn by traps that seemingly could not be avoided and puzzles that seemingly could not be solved.

As translated into the Nintendo format (with graphics that really are a significant improvement over the personal computer's CGA ones), *Shadowgate* retains every bit of its fiendishness. The quest remains about as simple as can be: cleanse the ancient castle Shadowgate of its evil inhabitants and prevent the Warlock Lord from unleashing the monster Behemoth on the world.

Naturally, there are secret passageways, perilous rooms, nasty booby traps (some of them genuinely sadistic — you may wonder about the mental condition of the game designers before you're through!), dark dungeons, and a fairly horrific assortment of supernatural enemies.

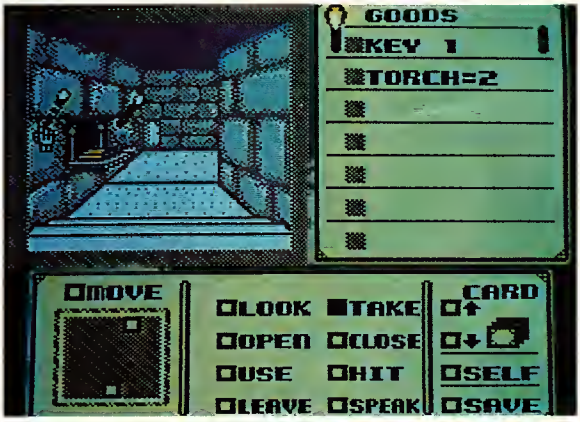
You need cunning and a somewhat twisted sense of reasoning to get through the game — although a good sword comes in handy, too. Fortunately, you collect dozens of special items, powers, and spells as you go from room to room. The challenge lies in figuring out weird and imaginative ways to use them.

Though you're sure to get killed dozens of times as you progress through the castle, mercifully, there is a save-game feature. It is strongly suggested that you use it before venturing into any perilous situation.

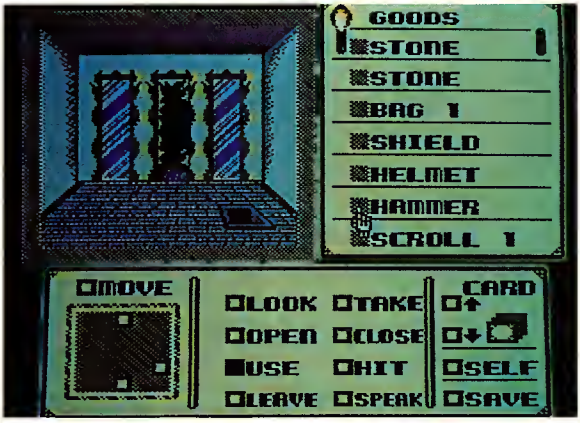
Kemco-Seika



You encounter this troll twice. Use a spear on him the first time and a magic spell the second.



Don't let your torches go out! The music changes a few seconds before you're plunged into darkness.



In the hall of mirrors, try breaking the middle one — it offers the best chance of survival.

SPOT

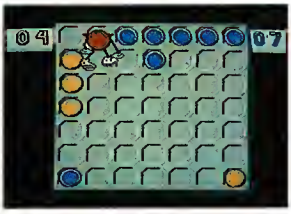


You get the first move, and Spot is obviously ready to make the most of it. Unlike some board games, your starting move doesn't have much effect on the game's final outcome.

Never make a skip-move when you can clone a piece. A skip-move leaves an empty space into which your opponent can move and take over as many as eight of your pieces. Conversely, always look for spaces your opponent has left open. However, this advice really only applies to human opponents because the computer rarely uses skip-moves.



While you can sometimes get away with mimicking your opponent's moves, you should make sure that you don't give him any easy jumps into the middle of your pieces.



No, this isn't Michael Jackson's new look. Spot can moonwalk with the best of them, and he's about to capture three new pieces for you.

THE GAME

You've seen Spot — moonwalking, hopping, and diving in television and magazine ads — the round, red ... uh ... well ... *spot* who's become a big trademark for the Uncola soft drink, Seven-Up. Now Spot has his own videogame, and it's your job to make sure that our circular little friend lands on just the right squares in a strategy game not unlike *Othello*.

His first outing as a game star is confined to a simple seven-by-seven board. Your goal is to change all the game pieces to your pieces' color. Your pieces increase either by moving a piece one square (cloning that piece), or by moving a piece next to one or more of your opponent's pieces (a skip-move).

Any enemy pieces adjacent to the square on which you land automatically change to your color and become yours. With the variety of jumps and a board-customizing option, however, there are enough tactics involved to keep nearly any strategy game fan interested.

The main attraction of the game for many players will be the antics of Spot himself. Each time you move a piece, Spot goes into action — dancing, rolling, cartwheeling, pole vaulting, or skipping across the board. His antics will be especially appealing to the younger children for whom strategy gaming may still be a couple of years in the future.

Spot is an engaging character and *Spot* is that rare commodity — a gentle and funny videogame that everyone in the family can enjoy on some level.

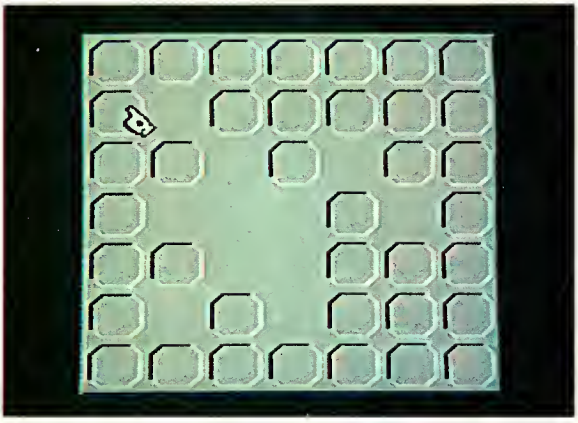
Arcadia



The Olympics are still a couple of years away, but it looks as though Spot is already working on his gymnastic floor exercise. The little guy does get carried away sometimes.

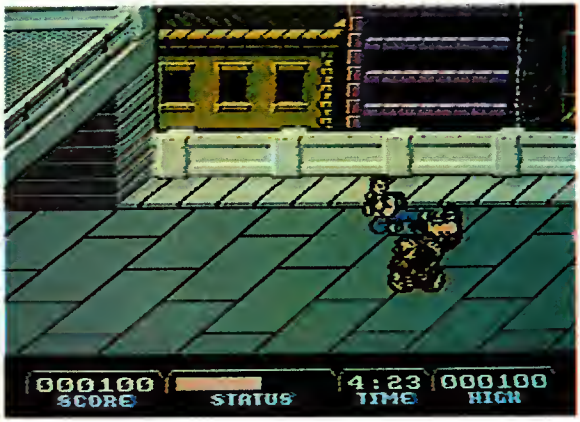


If you were expecting a simple handshake and a hearty "good game," you'll find it doesn't work that way in *Spot*. Fireworks and cheering sections are standard.



For those with a desire for tougher challenges, the customizing option allows players to redesign the game board by blocking off squares.

TARGET: RENEGADE

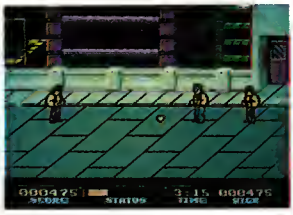


You can punch away at the bikers, but you won't get anywhere. The only way to bring down these bums is with a well-timed flying kick.

There's a simple tactic for defeating a boss who likes to throw tires. As you move, he'll try to move in front of you. So between his throws, move in close to him, kick once, and then back away. Each time he moves again, repeat the maneuver until he drops. If you try to kick more than once on each attack, however, he'll bend over and nail you.



Mr. Big promised you he'd be back to settle matters. Now he's using your brother, Matt, to get to you and set up a final showdown.



Your energy fades rapidly when faced with hordes of henchmen. But you can partially restore your power by picking up the hearts that some of your foes drop.

THE GAME

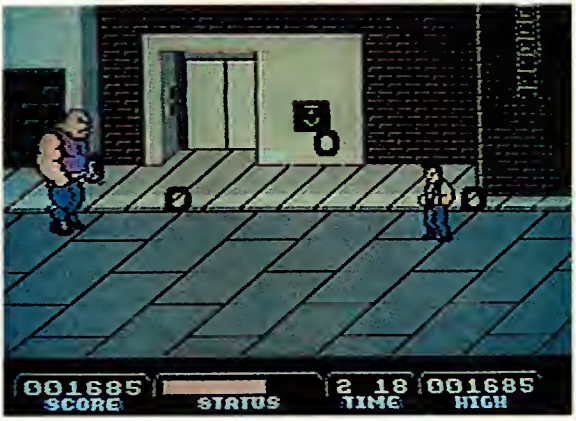
It seems as though every sleazy gang member in town is after you. That can only mean that Mr. Big is back and ready to make good on his promise of revenge. And could your brother Matt's disappearance also be connected with Mr. Big?

The action in *Target: Renegade* is fast and furious, as you battle your way across town to rescue your brother and put an end to Mr. Big's stranglehold on your hometown — once and for all. Mr. Big's not going to make it easy for you, though. His many gangs are roaming the streets just itching for the honor of killing the mighty Renegade and scoring a few brownie points with Mr. Big in the bargain.

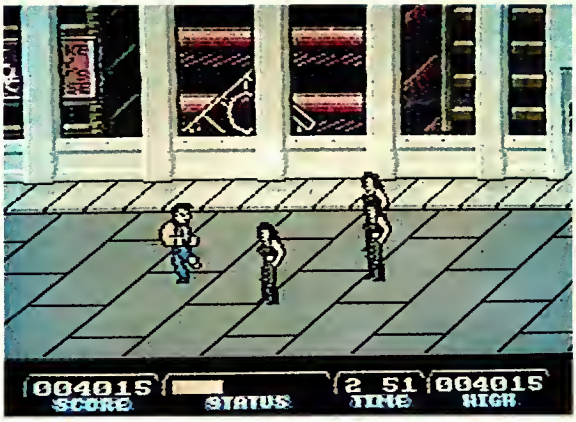
Don't look for any high-tech laser weapons here. The fighting in *Target: Renegade* goes back to the basics — fists and feet, with an occasional baseball bat, fire extinguisher, or garbage can thrown in for variety. When you begin, you have no weapons at all. And there's no opportunity to find any weapons in the first stage, so you'd better become proficient with your kicks and punches quickly, or Matt might become a permanent resident of the Pig Pen, Mr. Big's hideout.

This game moves quickly, so if you want to succeed, you'd better do the same. From the start, you get no respite from the constant attacks. The graphics and sound are only average, but you'll probably be too busy fighting to notice.

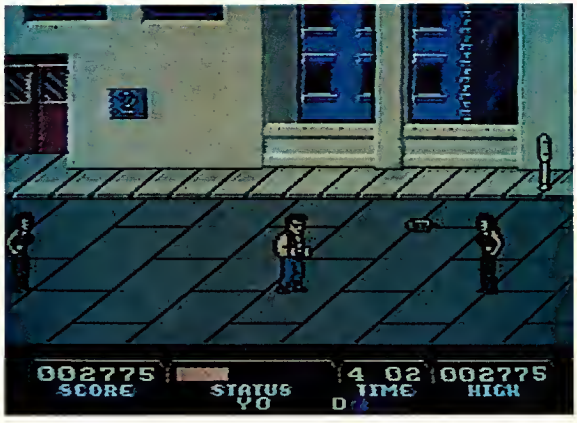
Taito



Big Bob is the head honcho of the parking garage. He rides herd on the Sleazy Riders, the Bat Boys, and the South Side Stranglers.

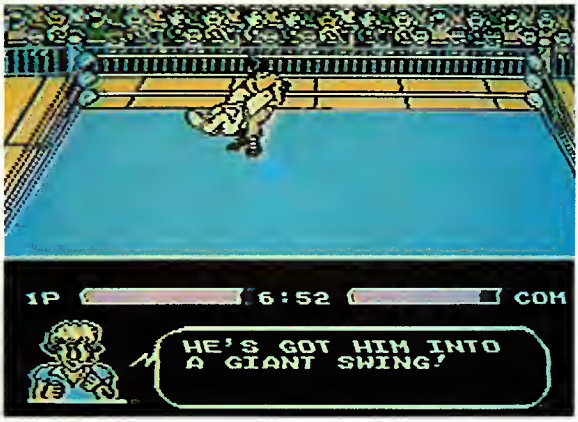


At any other time, three women welcoming you with open arms might be a pleasant sight. Unfortunately, these ladies' open arms terminate in fists poised to pummel you.



Your Renegade must make do with what he has on hand for weaponry. For instance, did you know that a parking meter coin box can be hurled with great effect?

TECMO WORLD WRESTLING

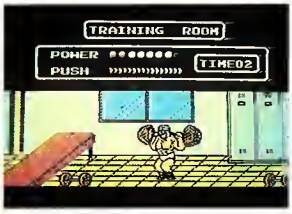


When fighting El Tigre, always be on the lookout for his most famous throw, the Giant Swing. Unfortunately, by the time you see it coming, it's usually too late.

There's a quick way to develop the strength you need early in the game to compensate for your lack of skill — but only if you're willing to take a little humiliation. Go to the gym, pump up, lose your match quickly, and then go back to the gym. Since you haven't expended any power, you'll keep what power you had already developed, and you can add even more with subsequent trips to the weight room.



Any of the wrestlers can eventually be a force with which to reckon, but if you want an edge starting out, try the powerful and versatile Dr. Guildo.



If you like pain and injury, you can go straight into the ring. But it's the wise wrestler who pumps a little iron in the gym before a match.

THE GAME

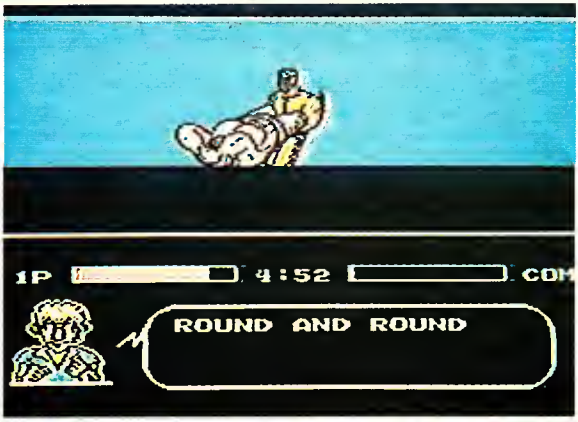
Are you frustrated and tense at the end of the day? Do you know somebody you'd like to body slam? Well, don't take it out on your family, friends, and dog. Just pop *Tecmo World Wrestling* in your Nintendo machine and enter a world where everyone has a few bruises or maybe broken bones, but no one has any tension.

Without representing any actual professional wrestlers, *Tecmo World Wrestling* is still able to give you a real taste of the "sport." After trying to master some of the trickier moves and throws, you may even discover that there may be more sport and less theatrics involved in pro wrestling than you would have suspected.

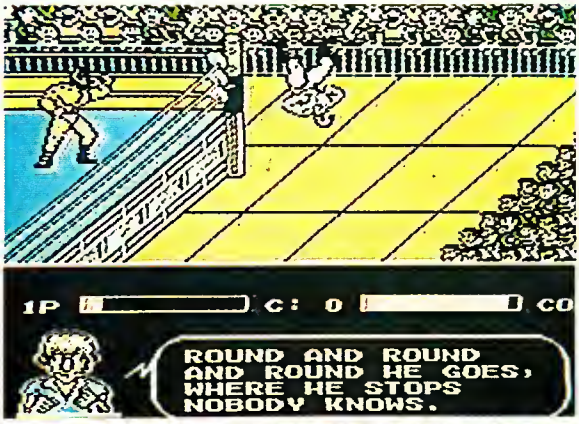
In fact, the controller button combinations necessary to perform some of the wrestling throws require more quickness and coordination than many players possess — or ever hope to possess. Basic kicking and punching are pretty simple, but when you attempt a "brain buster" or a "pile driver," your fingers just might crochet themselves into the beginning of a nice afghan.

Each wrestler has his own personality and repertoire of moves. One key to success is finding the one wrestler who most evokes your "philosophy of the mats." Of course, you've also got to practice if you expect to survive your first foray into the ring.

Tecmo



Isn't it wonderful that here — in your moment of pain and anguish — the TV director chose to go for a close-up of the proceedings?



This is the sort of trouble you can get into when you don't prepare for your matches. Let's just hope your family isn't watching your disgrace.



Here's the reward for all your effort — a pin that not even Andre the Giant could break. The key to winning is to develop your timing *and* your strength.

Terra Cresta

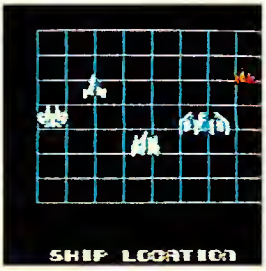


The Ship Location grid allows you to predetermine how you want your fighters configured.



Each of the numbered docking stations houses a friendly fighter. Free them by firing at the numerals.

The plot in *Terra Cresta* is a familiar one: After being captured by the Supreme Commander of the Forces of Darkness, you must overcome incredible odds and teeming hordes of adversaries to escape Black Giant Devil Land.



The Beam Direction grid gives you a chance to aim each of your diffusion guns in the direction you want.

All you really need to know is that you should fire away at everything on the screen. You even have to fire at the friendly fighter bases to activate the other cruisers in your attack formation.

Before you head out, take a look at the two grids under the Design option by pressing the Select button on the title screen. The first grid allows you to determine what you want your battle formation to look like once you free the rest of your fighters.

The formations suggested in the instruction booklet reflect various offensive strategies. For example, if you position two of your fighters next to each other (the "Moon Formation"), they fire single sickle-shaped diffusion beams. Or you can use the "Cyclone Formation," where four fighters are positioned at each vertex of a diamond. This pattern enables you to fire beams that emanate like radar waves.

The "Beam Direction" grid lets you aim your diffusion beams in various directions. Use the arrows to cover your flanks and rear.

If you can unite all five fighters, your ship will be transformed into "an all-conquering Fire Bird" 20 seconds after freeing the last fighter. Fighter combinations of less than five ships let you launch ammo barrages.

The best defense in this game is an aggressive offense. Fire at enemies *before* they get a chance to catch you in their sights. However, this won't always be possible since the enemies come at you quickly — and in great abundance.

By the time you make it to the final stage, you will have encountered approximately 30 enemies. Some simply lie in wait, firing away as soon as you encounter them. The more mobile adversaries employ many different patterns, but they are all predictable. After being shot down a few times, you should be able to crack their method and avoid annihilation.

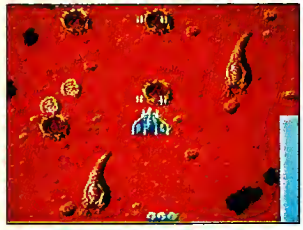
Your ultimate opponent is "the Great Devil Mandora," a four-armed metallic monster that shoots flaming appendages at great frequency and velocity. You must have the Fire Bird if you stand any chance of success.

Terra Cresta combines adequate graphics with lots of fast action to give gamers a good show. However, since you only get three ships before the game is over, prepare for some frustrating moments at the control pad.

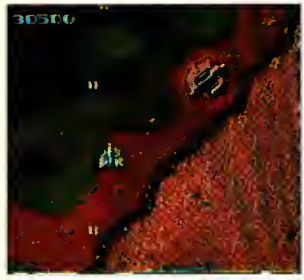
GP

Vic Tokai

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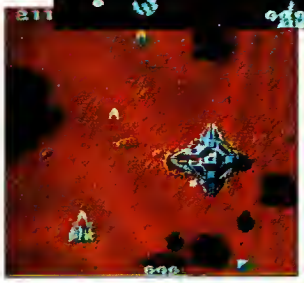


The enemies range widely in both size and danger. These dragons blow fireballs at you.



Another ground-based enemy is this reflecting cannon. One direct hit should rid you of this problem.





It's difficult to survive an encounter with these hovering fortresses because they spray fire at you.

At the end of the first stage, you encounter Daikon, a huge depot ship. The more armaments you can collect to prepare for this duel, the better off you'll be.

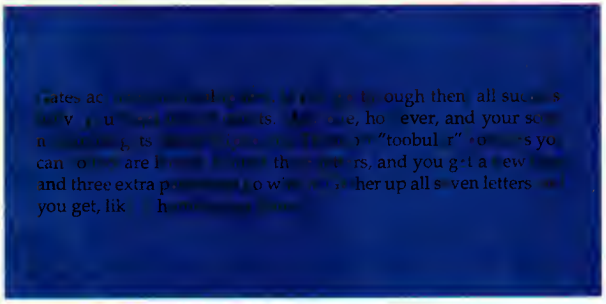


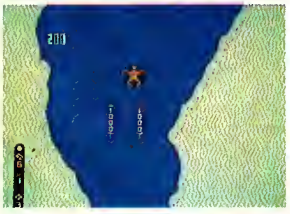
Combine your number-one fighter with the number-three, and you can fire from the rear.

TOOBIN'



You can back-paddle to a limited extent — and sometimes you have to if you want to get bonuses such as this one.





You get two chances to go through the bonus gates, but if you go through on the second attempt instead of the first, you'll only earn half as many points.



The six-pack is a valuable bonus and is usually found in hard-to-reach places.

THE GAME

When the dog days of summer get unbearable, a young person's fancy turns to thoughts of ... innertoobin'. Grab that big rubber doughnut, pump it plump, head for the nearest body of moving water, and start some radical floating.

Now you can enjoy the pleasures of the slothful person's favorite outdoor sport any time you feel like it, rain or shine, even if the neighbor's pit bull chewed holes in your real tube.

Toobin' lets you steer down about 50 different rivers, including some (such as the Martian canals and the prehistoric dinosaurian swamp) you probably wouldn't want to try in real life. You'll meet up with all the hazards of the real thing — careless fishermen, sharp tree branches, whirlpools, and so on —not to mention some bad dudes who'll try to, like, mess up your fun.

Being very ecological-minded, you naturally want to scoop up all those floating cans you pass, especially since you can chuck 'em at obstacles and enemies to either drive them away or freeze them while you float coolly by.

You get whopper bonuses for steering between mid-river gates and for grabbing treasure chests (every river's got 'em, right?).

Toobin' features colorful vertically scrolling graphics and an appropriate sense of rowdy fun. It won't tax your brain any more than the real pastime, but then, who takes their brain on a holiday anyway?

Tengen



Catch that letter O! If you get three letters, you'll win a bonus. And don't forget to pick up cans to fling at your enemies. For example, toss one at a fisherman, and he won't cast for a few seconds — giving you a chance to escape.



Watch out for the cacti when you're toobin' the Rio Grande. Those prickles are as dangerous to your tube's health as a hunter's shotgun pellets. At least you can pass a hunter while he's reloading! No such luck in this situation.



Dinosaurs and six-packs — radical river! But all things must end, and you'll know this prehistoric toobin' action is over when you reach a whirlpool.

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